

N64
MAGAZINE

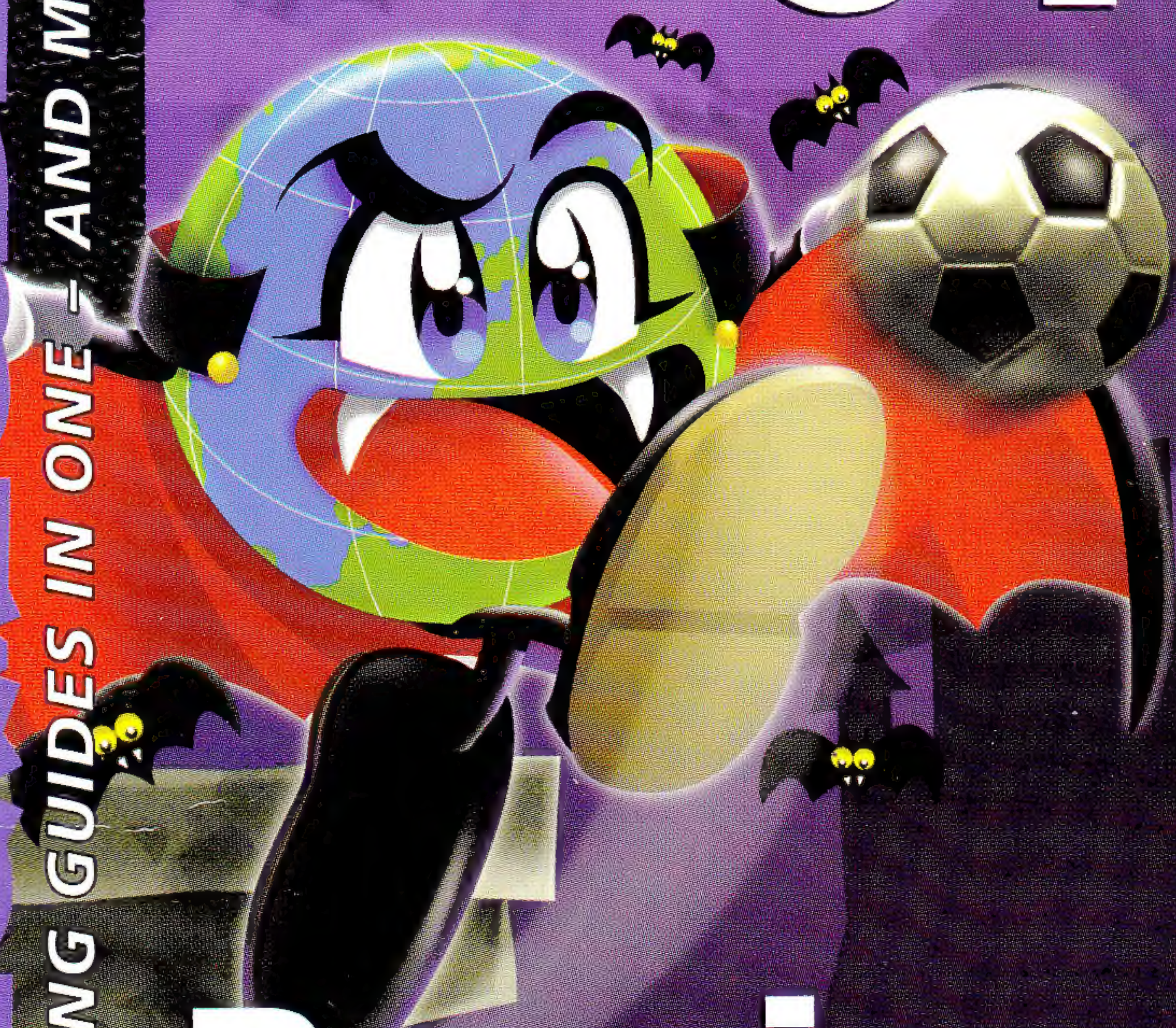


DOUBLE GAME GUIDE

TWO N64 PLAYING GUIDES IN ONE - AND MORE!

Castlevania 64

- Batter all the bosses!
- Smash every level!
- Secrets revealed!



Premier Manager 64

- Keep the Chairman happy!
- Take your team to the top!

No. 18 +

Devious tips and handy advice for loads of other top N64 games



Double Game Guide +

Castlevania 64 & Premier Manager 64

Compiled by **James Ashton & Andrew Collins**

CREDITS

N64 MAGAZINE'S DOUBLE GAME GUIDE +: CASTLEVANIA & PREMIER MANAGER 64

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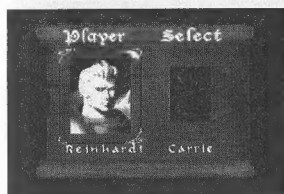
Welcome!

Castlevania swooped down onto our N64s back in March and proved to be both exceedingly popular and fist-clenchingly hard; the labyrinth, in particular saw Jes grimacing for hours.

Back in issue 29 we served up some handy tips and advice on how to get past the really, *really* hard bits, but for those of you still struggling, this month we bring you the definitive, level-by-level guide. Every evil vampire vanquished, every skeleton crushed and step-by-step instructions on how to beat every single evil boss. You'll have the game beaten in moments.

Premier Manager 64, then, is the N64's eagerly awaited first footie management sim. Endorsed by Kevin Keegan, it's packed to the brim with the stats and strategies you'll need to take your team to the very top of the premiership. And to help you on your way, our guide tackles (Sorry – Ed) everything, from managing your money to keeping a smile on the camel-coated Chairman's face. You'll even find some tips from the man himself.

CASTLEVANIA



As you probably already know you can play *Castlevania* as either Carrie – a small girl with supernatural powers – or Reinhardt Schneider – a burly vampire hunter. However, what's less immediately obvious is that it's the choice of character you

make at the beginning of the game which governs the route you'll take to the final boss.

Below is a diagram of your fate depending on which person you opt to be. Of course, to completely finish the game you'll need to play through completely with both Carrie and Reinhardt. And if you're to see the game's mysterious 'good' end sequence, you'll need to beat a time of 3 hours, 45 minutes from Level 1 to Level 10.

The following guide is a complete solution to *Castlevania*. It contains information about all the important items in the game as well as useful strategies to help you win. To get the most enjoyment from your game, though, only use this book when you're stuck.

Good Luck!

<u>Stage</u>	<u>Carrie Eastfield</u>	<u>Reinhardt Schneider</u>
1.	Forest of Silence	Forest of Silence
2.	Castle Wall	Castle Wall
3.	Villa	Villa
4.	Underground Waterway	Tunnel
5.	Castle Centre	Castle Centre
6.	Tower of Silence	Duel Tower
7.	Tower of Sorcery	Tower of Execution
8.	Room of Clocks	Room of Clocks
9.	Clock Tower	Clock Tower
10.	Castle Keep	Castle Keep

STAGE 1: FOREST OF SILENCE

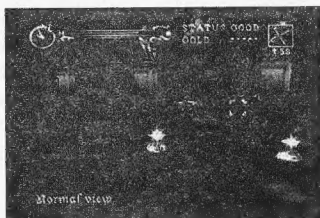
● Go past the fallen trees and towards the two stone pillars with the two torches. Whip the torches to reveal a Knife and a Red Jewel. Now climb the short pillar, jump over to the tall pillar and whip the torch to find a roast beef.

● Take the left path after the second burned tree, kill the undead Skeleton Warriors and go to the large gate. Jump and hit the seal a few times with your primary weapon and the gate will open to reveal a 20-foot Skeleton. When you've defeated him, two pedestals will rise out of the canyon. Jump across and go left to find Sun and Moon cards in the buildings.

● Jump across the next canyon and activate the switch with Right-C. Kill the released monster from a distance. Go through the opened gate, read the message on the pedestal, and then jump to destroy the torch for a Cross. This is useful against undead enemies.

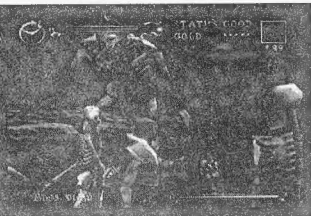
● Jump across to activate the next gate switch. Be quick to backtrack across the gap before the platforms fall. If you're too slow, you'll have to use the steps built into the cliff.

● In your battle with the Werewolf, use the Cross while he's at a distance and your secondary weapon when he's up close. Attacking him immediately after he lunges will catch him unprepared. Now climb down into the gorge, and flip the switch to open a gate. Next go to the area in the top right of the map to flip the switch and destroy the torch for more beef.

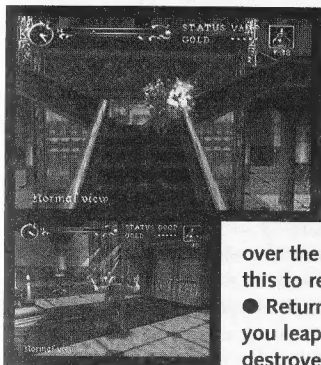


FOREST BOSS!

Destroy the biker skeletons with the Cross and deal with the large skeleton the same way as the first.



STAGE 2: CASTLE WALL



● Save your progress on the White Jewel and use the unlocked door. You now need to climb the tall cylindrical room. To deal with the Pillar of Bones, stand just a little below the top of the stairs and use your primary weapon, waiting until it opens its mouth to shoot a fireball before hitting it. Now drop down

over the edge to a plateau with a torch. Break this to reveal a Sun Card.

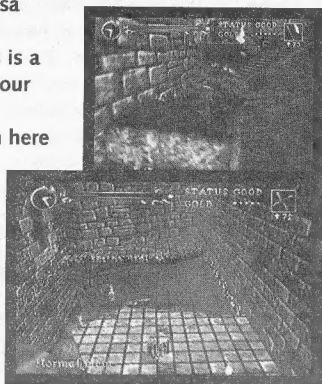
● Return to where you were but look before you leap. The Medusa heads must be destroyed before you move from platform to platform. At the top of the tower is the dragon

miniboss. This is best defeated from a distance, allowing plenty of time for you to avoid his fire breathing attacks. Now use the switch to go to the exit.

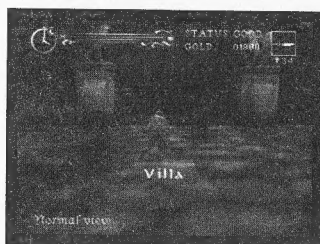
● Return to the ground level, pick up the key to the next tower and save at the White Jewel. The next portion of the game is frustrating. The climb up the second tower is fraught with crumbling platforms, spikes and Medusa heads.

● Across from the four rotating panels is a roast beef pick-up. This will increase your health by 80% but beware the spikes underneath the jump if you miss. From here go to the rotating staircase (with more spikes) and jump up the stairs.

● The door at the top of the stairs can only be opened at night. Wait for the darkness or use a Moon card to gain entry immediately. From here on, it's a simple case of dropping down, bit by bit, until you come to the end of the level.



STAGE 3: VILLA



● Your first encounter is with three, three-headed dogs. As soon as you can, run to

the right by the two torches, position yourself against the wall

and jump up holding A. You will be able to lever yourself up onto an invisible ledge. From here you can destroy the dogs without them being able to get you.

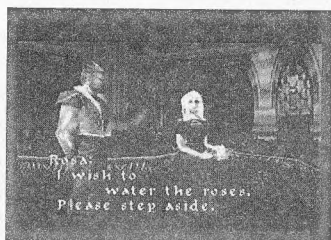
● When the second two dogs are dead, jump down and go through the opened gate. Destroy the torches for Red Jewels.

● At the fountain, find the stone pillar just below the waterline and wait until midnight. When that time rolls around, the pillar will rise allowing you access to 1,000 Gold, a Sun Card, a Moon Card, some roast beef and a Purifying Crystal. Save your progress then move to the Villa door.

● Break the candles on the ground floor for Red Jewels. Now trigger the cut scene by climbing the stairs. When the vampire appears use Holy Water to attack him, or tempt him forward, jump over and attack him from behind. If he bites you, use a Purifying Crystal to cure yourself.

● Go up the stairs, left, through the door and on to a room filled with roses. Go through the next door to the staircase. At the top find an axe and a knife on the right and the way forward on the left. Kill the Glass Knights in the corridor, enter the bedroom and take the door inside to meet Charlie Vincent.

● Return to the room with the roses and wait until 3am to meet Rosa. Now wait until 6am and go back and speak to Charlie to get the key to the Archives.



STAGE 3: VILLA

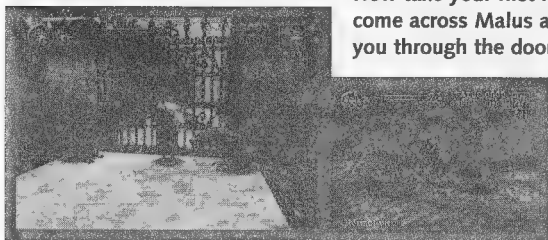
(CONT...)

- Search the desk in Vincent's room for \$500. Exit the bedroom and cross to the other end of the hall. Enter the last door on the left and you will do battle with another Vampire. Now go through the door at the opposite end of the room and use your key on the door marked 'Archives'. Collect some Holy Water and the Garden Key. Return to the main hallway, take the first door to your right and break the blue vases for some roast chicken and the Storeroom Key.
- Save your progress in the room just before the Storeroom. Now return to where you found the Storeroom key, go through the door at the end and go down the winding stairs. Use the Contract on the floor to buy supplies from Renon.
- Press Right-C in front of the Golden Knight statue to receive a roast beef. Leave and find the door to the garden maze.

THE MAZE

- Go forward, take your first left, follow the path across the bridge and find an enclosed area containing Malus.
- The stone dogs that attack are invincible. Avoid attacking them and just keep out of harm's way. Your mission is to follow Malus.
- Take the first left, go through the wooden door, go right at the fork and avoid Frankin Saw. Go left at the corner, follow Malus down the right path, take a right at the next fork and keep going straight. Now take your next right, spot Malus, go towards him and turn right at the end of the path.
- At the tower, go left and follow the path until you get to the fog.

Now take your first right and you'll come across Malus again. He'll lead you through the door and you can open the forest gate to release him.



STAGE 3: VILLA (CONT...)



● Turn around and find the two alcoves along the path. Break the torch here for the Copper Key. Go through the next gate, the grey door, break the candle for a chicken and save your progress at the Jewel.

● Go through the next door to find yourself in the first room of the house. Return to the main entrance of the

Garden Maze and then go to the Tower with stairs leading up the side. Go right past the tower and go through the Copper Door.

● Follow the stream to the bridge, go left, destroy the torch for a Purifying Crystal and save your progress at the White Jewel. Now prepare to fight!

STAGE 3 BOSS!

• Use the same tactic as before – jump back when he lunges towards you and retaliate with a single blow from your primary weapon. After each hit, you should run in the opposite direction to prevent him from getting too close to you.

• His bites replenish his energy at the cost of yours. Use a Purifying Crystal for each bite.

• Ignore the vases when he's on the ceiling. Avoid him and look for the shadow which tells you when he's coming down.

• When he's dead his last victim will attack you. Attack her all out until she fades away.

• Jump to the bottom of the coffin to get to the next stage.

STAGE 4:

THE UNDERGROUND
WATERWAY

(CARRIE ONLY)

● Quickly move forward from the start to avoid the crumbling ground. Use the ledge along the pit to get across to the path on the right.

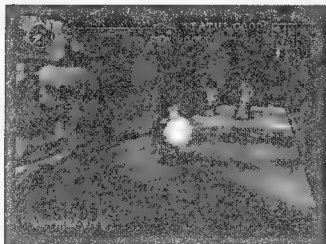
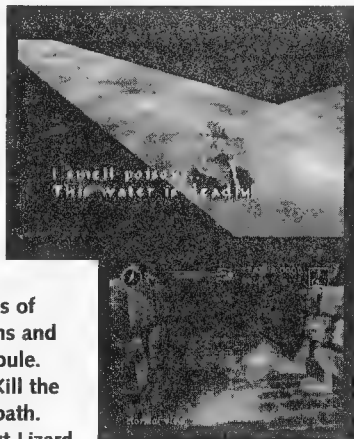
● Drop down once you reach the other side of the pit. The water brings instant death here. Shoot the torch for 300 Gold, cross over via the walkway on the right and shoot the next torch for 500 Gold. Turn 180° and go to the series of platforms. Jump across the platforms and break the next torch for a Cure Ampule.

● Now backtrack to the waterfall. Kill the three Lizard Men and take the left path. Flick the switch after killing the next Lizard

and the waterfall will stop. Walk across the path where the waterfall used to be, take the first right and then the left path towards a White Save Jewel. Now backtrack to the passage with the brick flooring.

● Move quickly to avoid the falling floor, climb the stairs, jump the gap and run to avoid two more loose sections of brick. Walk down the stairs, go left, find the indentation on the left wall and slide underneath this crawl space below by pressing Z. Now jump across the poison water and destroy the two torches for a Moon Card and some beef. Go back out through the crawl space.

● Down the left path, take the next left passage to find another save point Jewel. Return to the main path, go left across the narrow walkway and then take the next narrow walkway until you're within jumping distance of the brick columns standing in the middle of the water.



STAGE 4:

THE UNDERGROUND WATERWAY

(CONT...)



● Jump from column to column to reach the other side. Cross the pit using the ledges on the right, use the



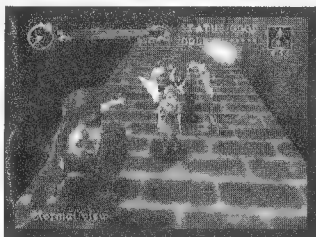
switch and then backtrack. If you need to buy more items, go to the right wall and take the narrow ledge to a new area. Take the short passage on the right wall and use the Contract to buy a Sun Card.

● Backtrack across the brick columns and go left, and left again, until you get to a bridge

with two gaps. Kill the Red Lizard from a distance and jump to the other side of the bridge. Follow the ledge on the left to a chicken if you need it, but beware the Skeleton Warriors.

● Jump across the two holes, avoiding the spikes, and go to the end of the passage to find and use the next switch. Return to the walkway beside the red brick columns and walk down the narrow walkway to find a door with a Sun Seal.

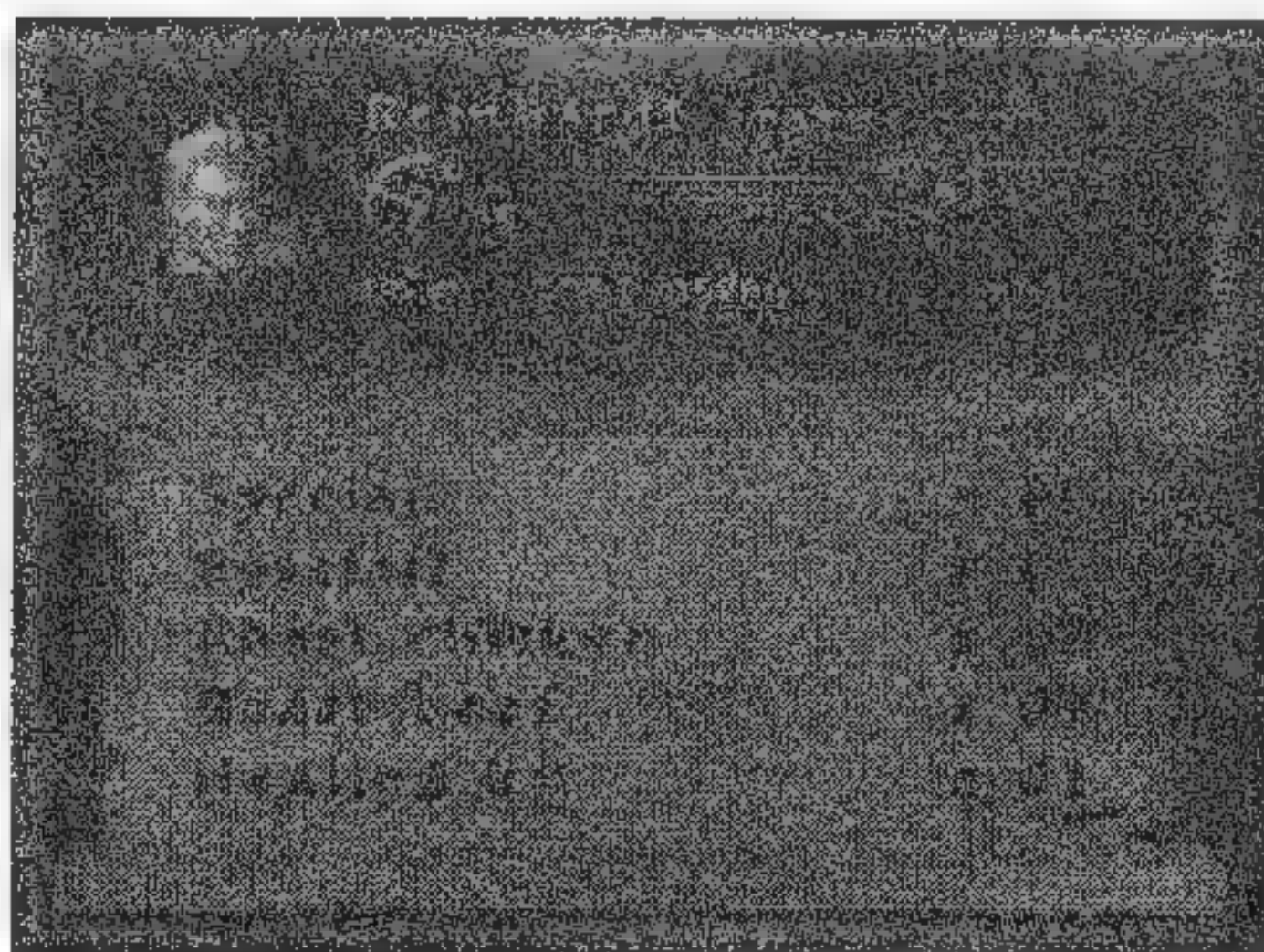
● Wait until daytime (or use a Sun Card) and proceed through the door. Ignore Actrise and go through the open door at the end of the room leading to the Castle Centre.



STAGE 4: TUNNEL

[REINHARDT ONLY]

- Go down the conveyor of the first crusher and transfer to the next avoiding the beams on both. Ride the lift on the left to the bottom and destroy the two Spider Women with your primary weapon.
- Jump across the poisoned river via the three white rocks and use the White Jewel on the other side. Go right at the campfire, follow the path to the water and jump across to a small alcove with two torches. Break these for beef and Holy Water. Return to the campfire.
- Go forward to the two white signposts. Press Right-C at the first post and you'll get a Cure Ampule. Take the left path to the red lift and to the top. Take the first left and take the straight path at the fork to find a door with a Moon Seal – wait until night time, or use a Moon Card to open it. Use the Contract on the other side to stock your inventory.
- Backtrack until the red lift is on your right. Go left, past two campfires and over the narrow bridge. Climb up the rock wall at the other end and go straight until you get to a door with a Sun Seal. Go through and break three torches for a Cross and two beefs.
- Backtrack and go right and break the torch beneath the crusher for a primary weapon power-up. Go through the crusher and save your progress.



STAGE 4: TUNNEL

(REINHARDT ONLY)



● Hop aboard the red gondola. Stand still to avoid the fireballs and take out the Hanging Skulls as you pass. Hop off the gondola at the transfer point, break the torch and collect the 500 Gold. Turn to face the direction from which you came to keep the ever-present Ghosts at bay while you wait for the next boat.

● Jump over the speeding yellow gondola onto the blue one and turn around so that you are facing the oncoming traffic. Protect yourself on the journey and after the fourth Hanging Skull, get off at the station marked 'II'. Save your progress here and take the lift.

● Go straight from the top, killing bats with your knife. At the pool of poisoned water, jump from platform to platform to get to the other side. Go left to the Moon Seal door and break the torches within for pick-ups.

● Return to the cliff above the pool and go to the door with a Sun Seal on it. Go through to meet Rosa and then leave for the next level.



STAGE 5: CASTLE CENTRE

● Save your progress at the Jewel, destroy the skeleton and enter the large room on your right. Another Ghost Rider will be at the back of this room. Take the right-hand door and battle the three Vampires, concentrating on the bluish-green one at first. Take the red vamp next and finally the female. Now go up the stairs, through the gate, and up the steps.

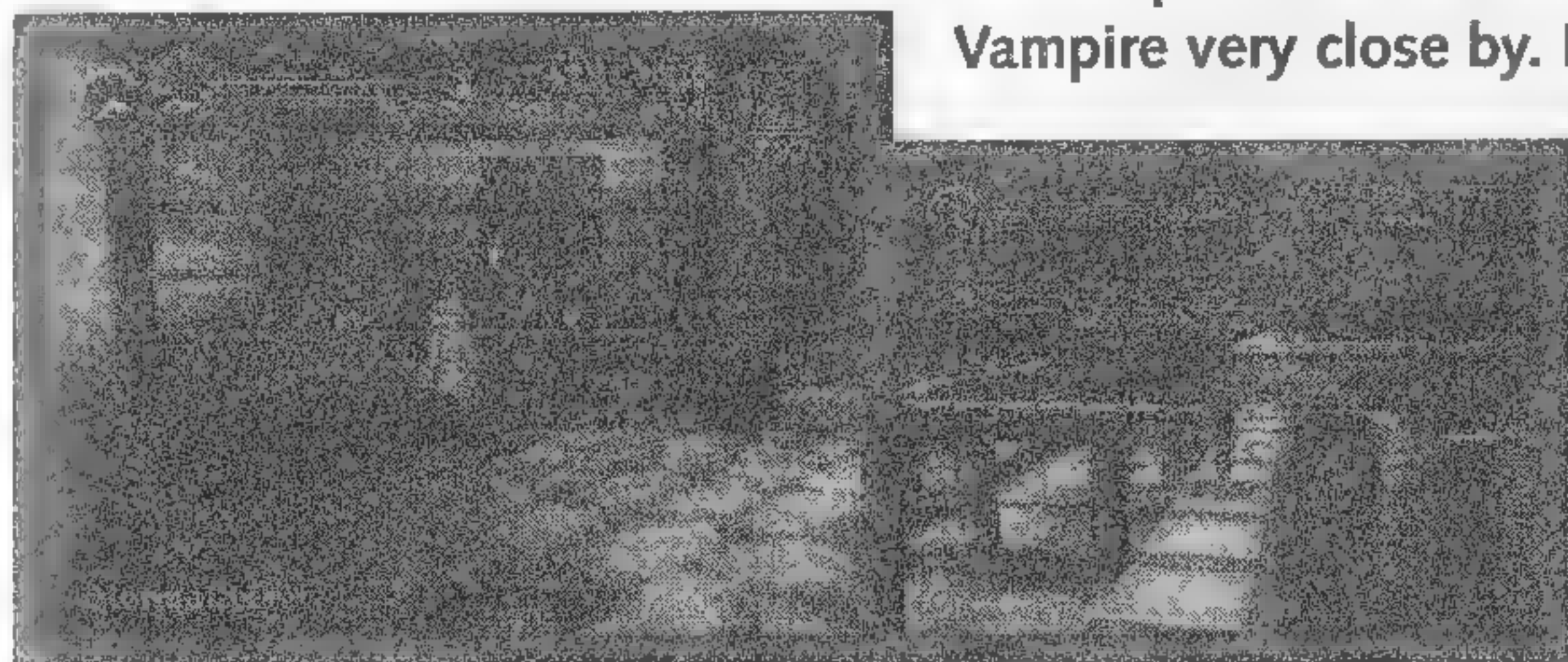
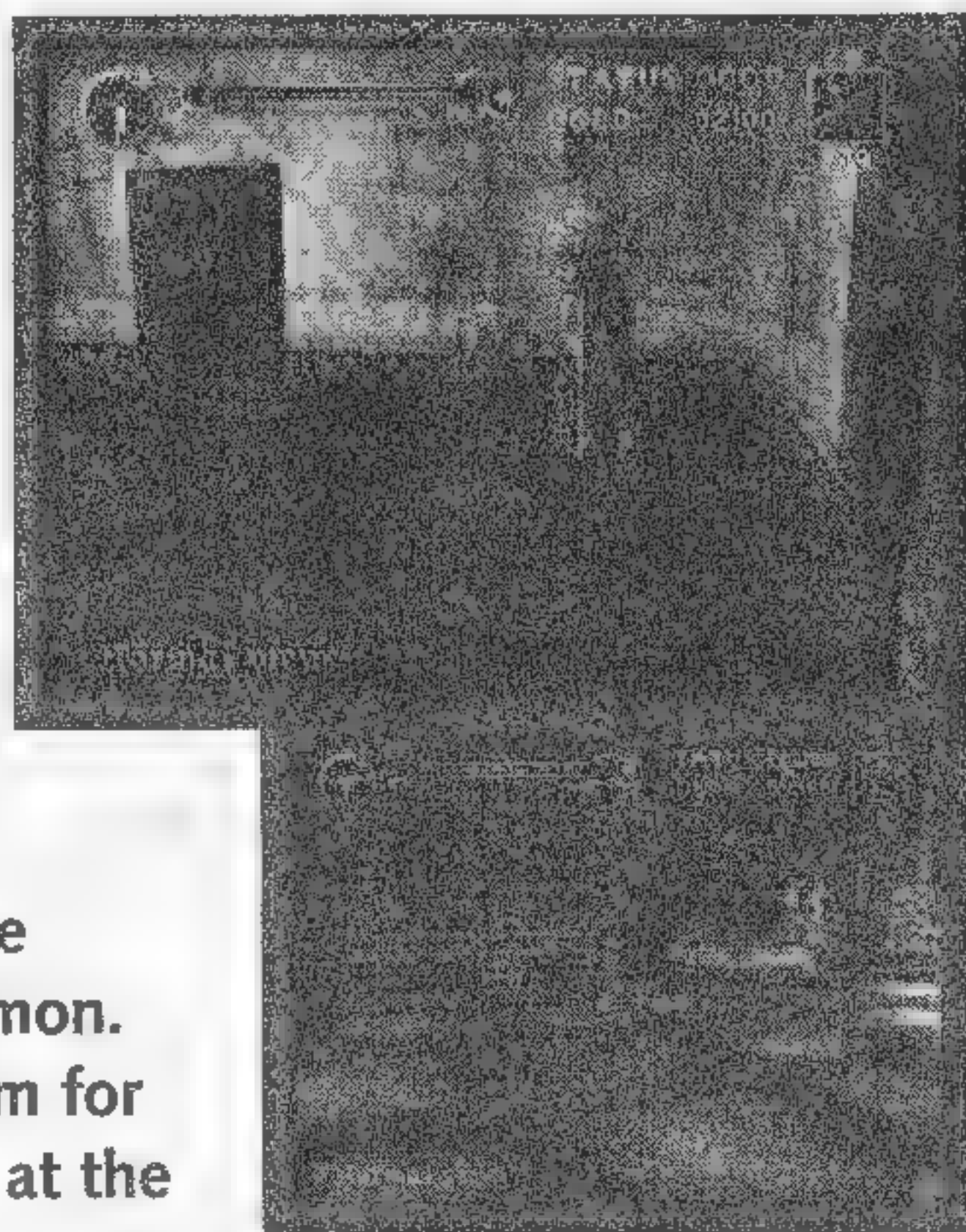
● In the next room, approach the statue along the wall to release the Blood Demon. Destroy him and the torches in the room for power-ups. Exit the room via the stairs at the back.

● Press Right-C near the knight in the next room to get a Red Jewel, then use the left door. Defeat the Lizard Men in the next room from a distance.

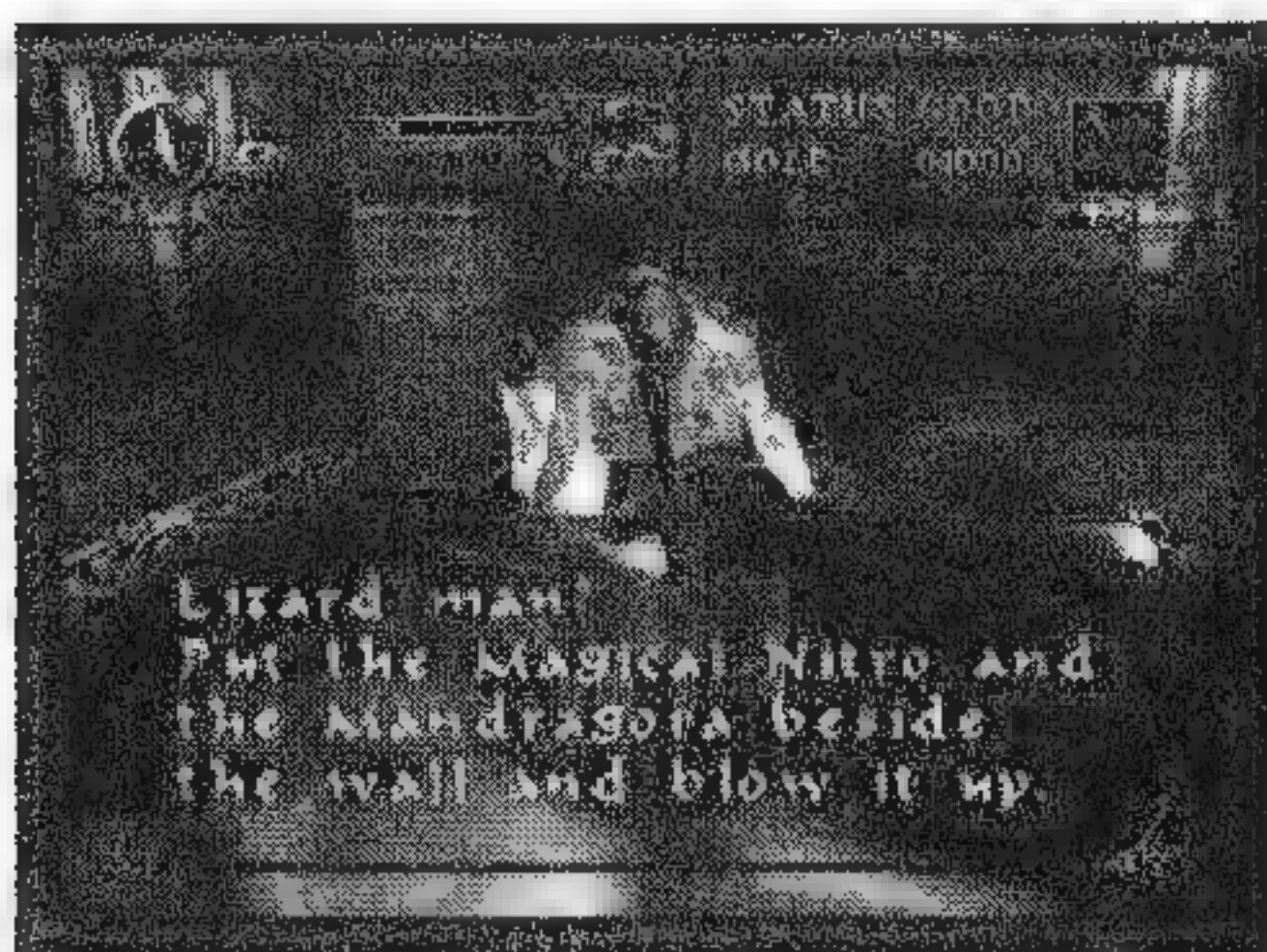
● Press Right-C near the Blue Statue for chicken and destroy the torches to uncover some Sun and Moon Cards. Now go through the door at the back of the room and collect beef from the next knight statue. Jump over the gap in the stairs and save your progress before climbing.

● Kill the two Glass Knights and enter the next room to fight two Vampires simultaneously. Destroy the torch in the right corner and collect the Purifying Crystal inside. Now climb onto one of the two broken pillars when there's a Vampire very close by. From here

you'll be able to hit him but he won't be able to reach you at all.



STAGE 5: CASTLE CENTRE (CONT...)



- Go through the next door, go left, avoid the Fire Breathing Wall Ornaments, and destroy the torch for a Cure Ampule. Now go right and use the door with the big Blue Seal on it. Talk to the lizard and collect the Torture Chamber Key. Exit his room and take the left passageway.
- Break the torch at the end for chicken. Go downstairs, ignore the

Save Point and enter the Torture Chamber. Kill the first vampire before venturing too far into the room. Kill the other to find some Mandragora. Take out the Vampire and grab some Mandragora. Take this back to the hall just outside the Lizard Man's room and set it down by some large cracks. There are five bags of \$500 hidden here.

- Take the left-hand door in the Lizard Man's room. Pick up a bottle of nitro and save your game. Place the Nitro beside the Mandragora to cause a giant explosion and open a new door. Go through and use the Contact to stock up.

- Climb the bookshelves at the back of the library. Jump onto the ledge above, walk over to the pillar and haul yourself on top. Climb through the new hole in the ceiling. Step onto the Sun and Moon tile and climb through a new hole above again.

- In the sky observatory place the three goddesses onto the map in the order 2, 4, 8. Save your game and go back to the room with the red carpet and two doors.



STAGE 5: CASTLE CENTRE (CONT...)

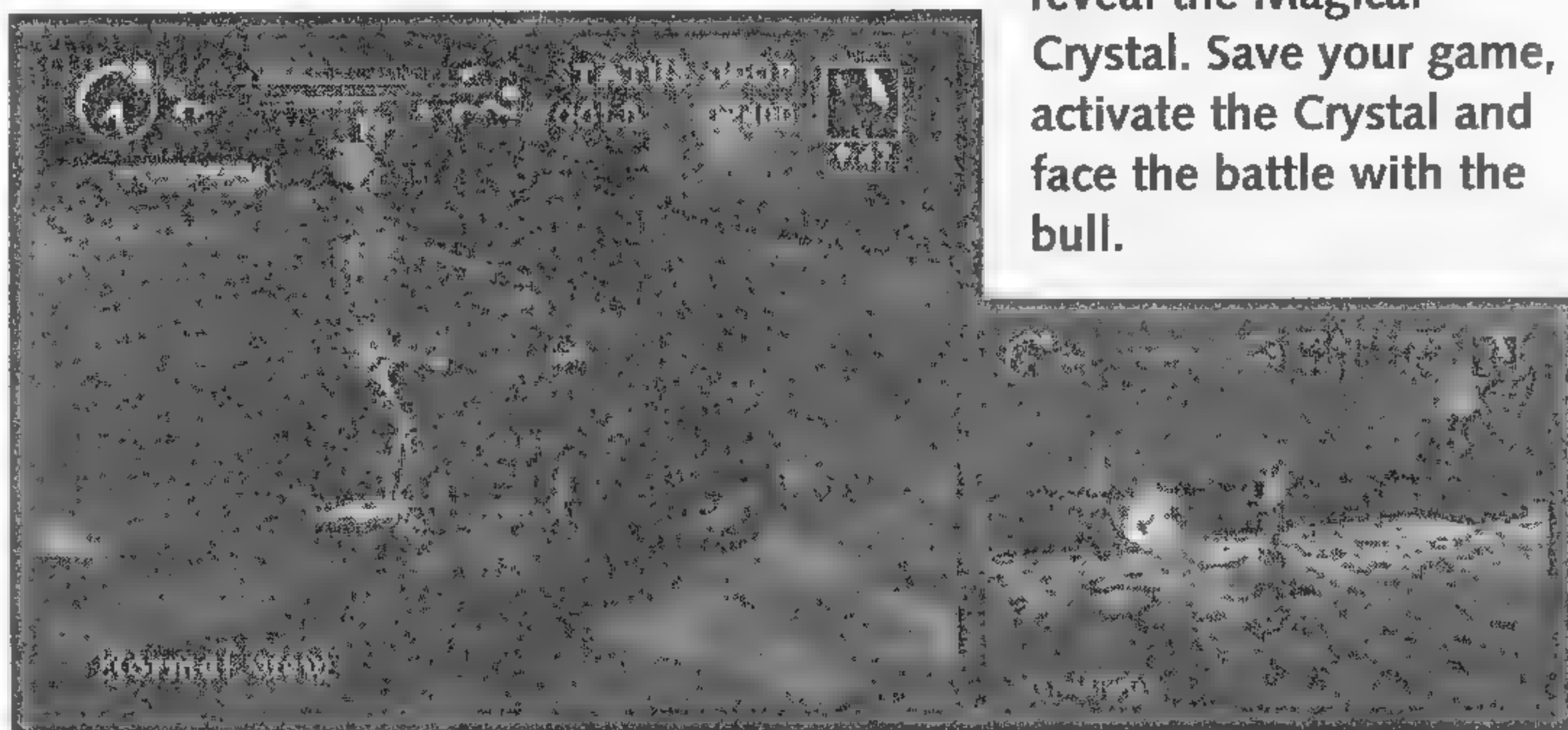
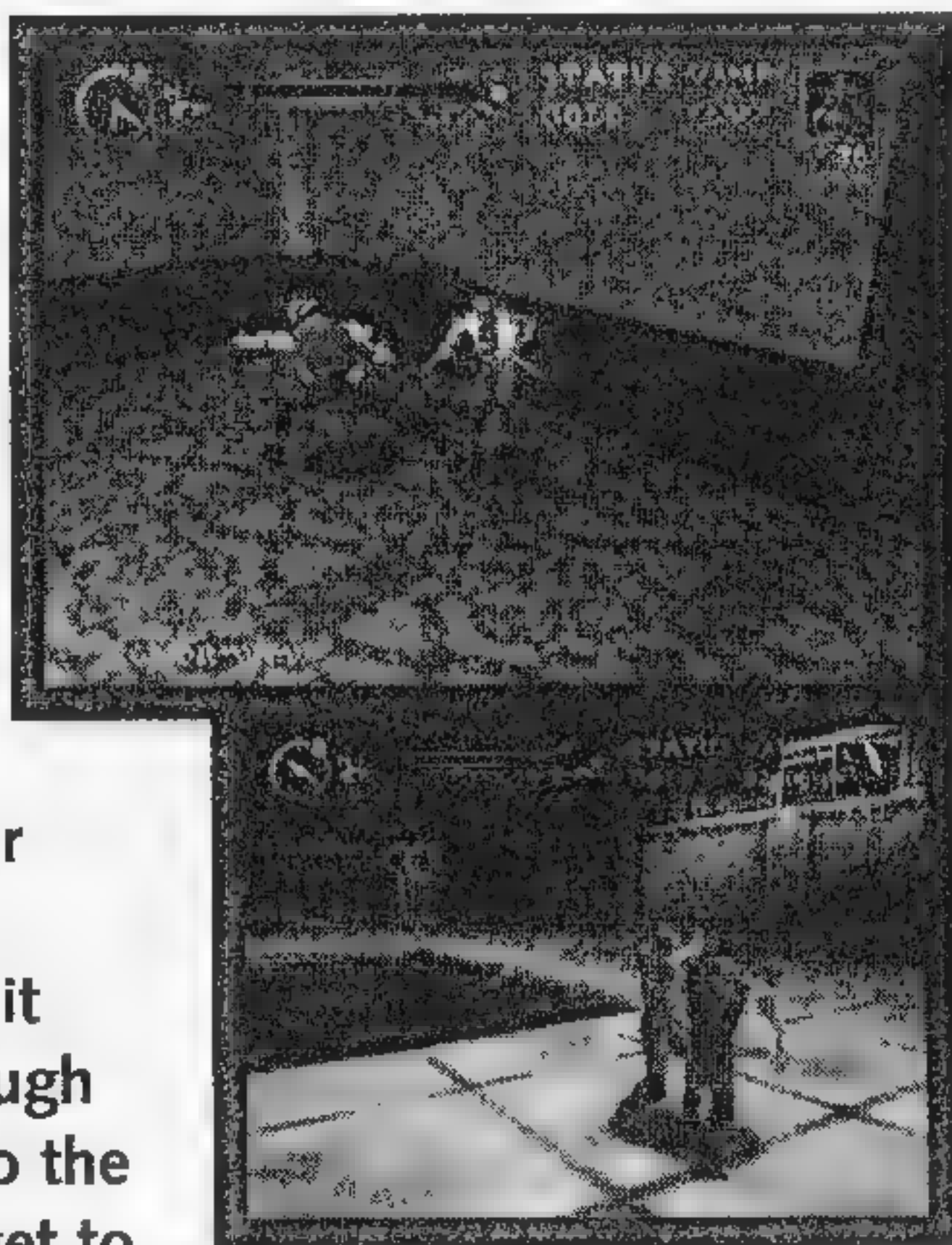
● Take the right door, climb the stairs at the other end of the room, avoid the Hell Knight and go through the next door. Kill the vampires and destroy the candles for Purifying Crystals and Cure Ampules.

● Go into the laboratory and destroy the torch for a Sun Card. Go to the next room, go right and destroy the torches for chicken. Use the door, pick up the Magical Nitro and save your progress at the Jewel.

● If you get hit or jump with the Nitro it will explode. Take it very carefully through the room with the Hell Knights and into the room with the large gears. When you get to the rotating gears, you'll have to edge yourself delicately through without getting caught.

● Go back to the room with the Ghost Rider, turn right and then go through the door in the left corner. Place the Nitro near the large cracks in the wall and collect several bags of 500 Gold from the wooden crate. Now return to the Torture Chamber for more Mandragora.

● Place the Madragora next to the Nitro and the ensuing explosion will reveal the Magical Crystal. Save your game, activate the Crystal and face the battle with the bull.



STAGE 5: CASTLE CENTRE (CONT...)

BULL BOSS!

• To avoid the breath attack, jump into the air as the bull leans back.

• Immediately counter with several swings of your primary weapon.

• To avoid the charge, run towards the bull so that you're always on his side. This way you can continue hitting him while he tries to get far enough away to charge.

• If the bull does manage a charge, you must time your jump out of the way at exactly the right moment. This may take some practice.

• The final attack is a blue flame fired from his mouth. Dodge this attack by jumping in the air as the bull drops and rears his head.

Once you land, counter attack with several blows from your primary and secondary weapons.

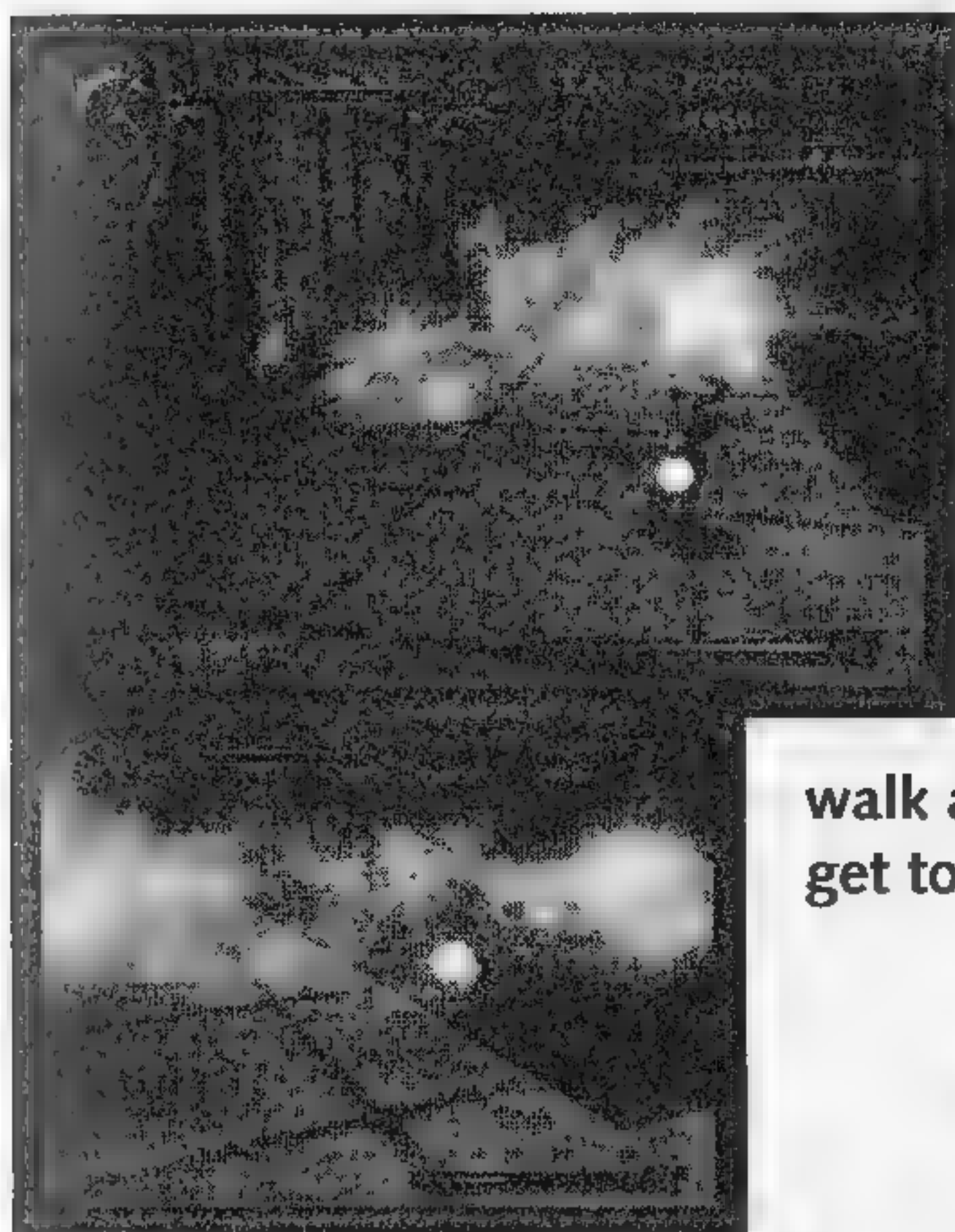
• At full health the bull is nothing but a skeleton but the attack remains exactly the same.

• When the bull is dead, make your way back to the mysterious machine. Keep pounding away at the machine's delicate. What happens next depends on whether you're playing as the hero or the villain.

STAGE 5:

CASTLE CENTRE

(CONT)



CARRIE'S FATE

Carrie must battle her long lost cousin in order to advance. Stay a safe distance away, and circle strafe while firing to avoid incoming fireballs and to kill your enemy.

Activate the red control panel on the machine and ride the elevator. Save your progress and walk across the Ghost infested bridge to get to the next stage.



REINHARDT'S FATE

Reinhardt must now fight Rosa. Keep out of the way of her close range attacks and reply with your primary and secondary weapons. Avoid Rosa's ranged attacks by jumping high in the air to the left or right.

When she's defeated, go up the stairs to the room with the magic-powered machine, activate the red control panel and ride the elevator. Save your progress, walk

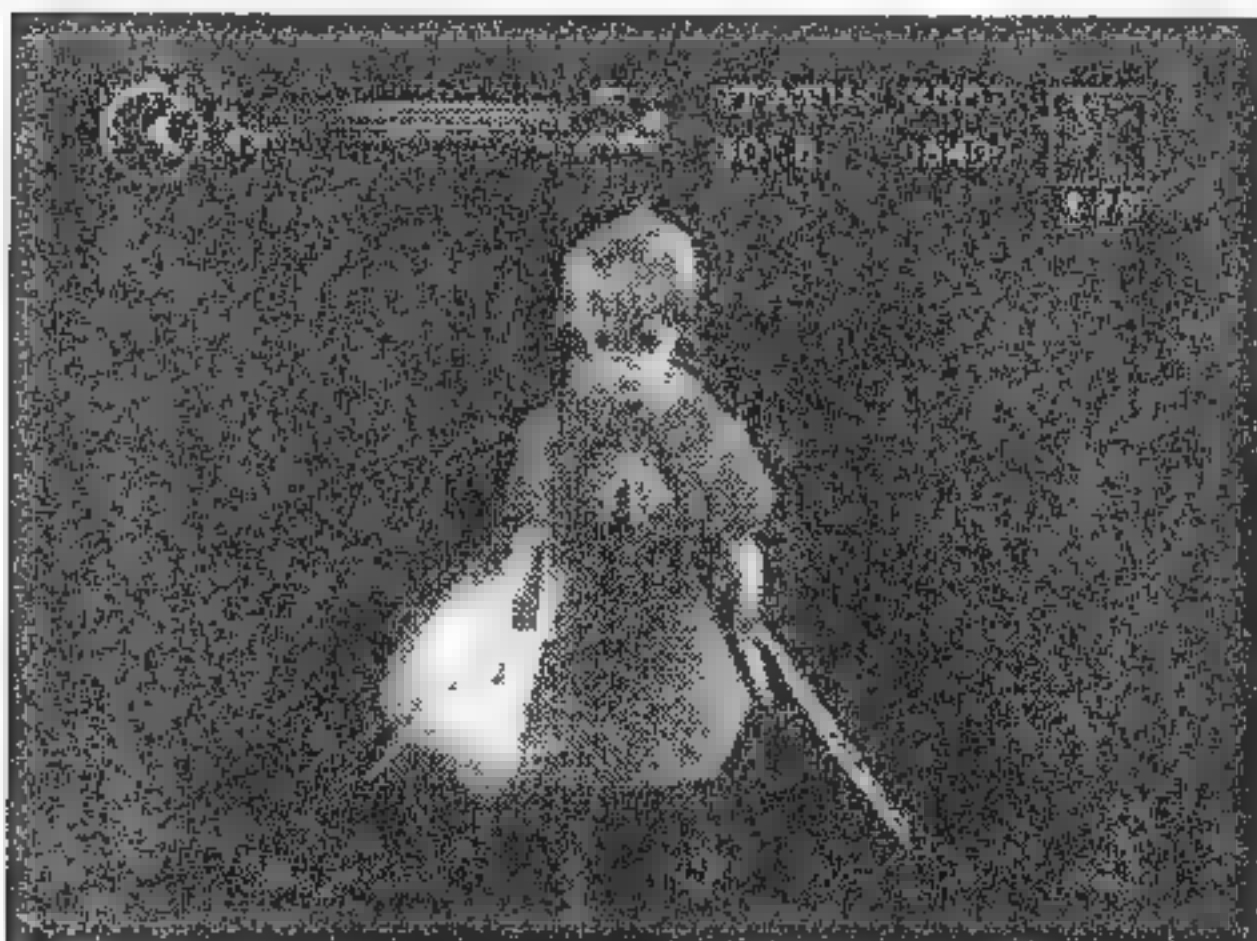


across the bridge and enter the Duel Tower. (Go to Page 26 – Duel Tower.)

STAGE 6:

TOWER OF SCIENCE

(CARRIE ONLY)



● Go to the base of the tower, go right, jump over the gaps in the floor and avoid the gelatinous cubes shooting out from the wall. Time your walk between the following zappers carefully.

● Avoid the zappers and gelatinous cubes around the next corner, climb the steps to the conveyor belt and be

careful where it meets the next to avoid falling through the gap.

● Avoid the spiked cubes, and take care on the next conveyor belt as it's moving toward you. When you get to the lift, take it to the next level and save your progress.

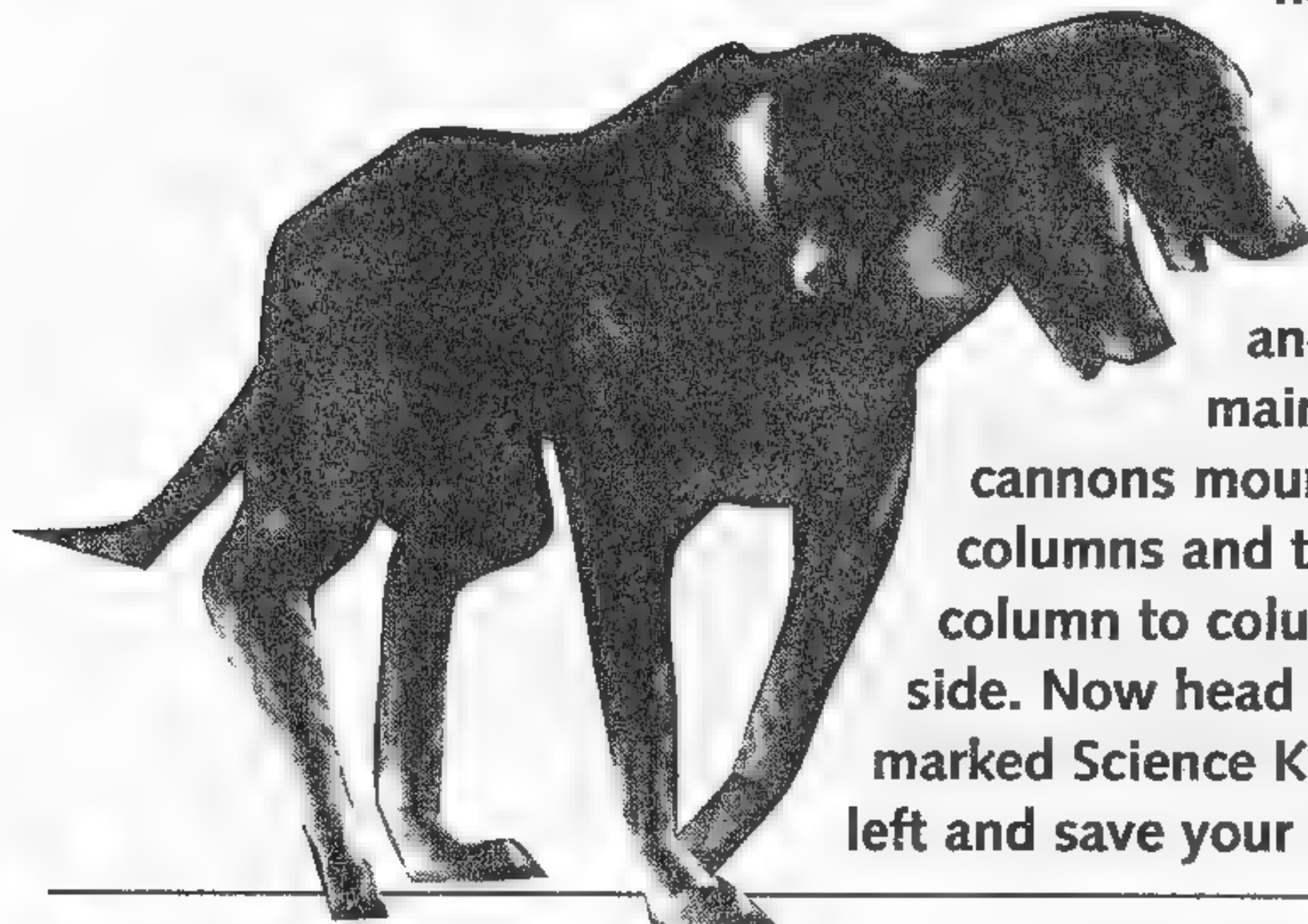
● Destroy the nearby candle for 300 Gold and enter the next door. The lasers activate the automatic cannons here so take care. Keep to the right and enter the first door on the right. Destroy the torch inside to reveal Science Key 1.

● Return to the cannons, go right and up to the next level. Destroy the large cannons and then cross the small bridge and jump over the pit to the other side. Take the left path, climb the steps to the next level and walk to the edge close to the wall.

● Drop to the level below, take the door at the opposite end into the hall with three doors.

Use Science Key 1 to open the second door, collect Science Key 2 from the torch and exit back to the main room. Destroy the

cannons mounted on the nearby columns and then jump from column to column to reach the other side. Now head back to the door marked Science Key 2, go through, go left and save your progress.



STAGE 6:**TOWER OF
SCIENCE****(CARRIE ONLY CONT...)**

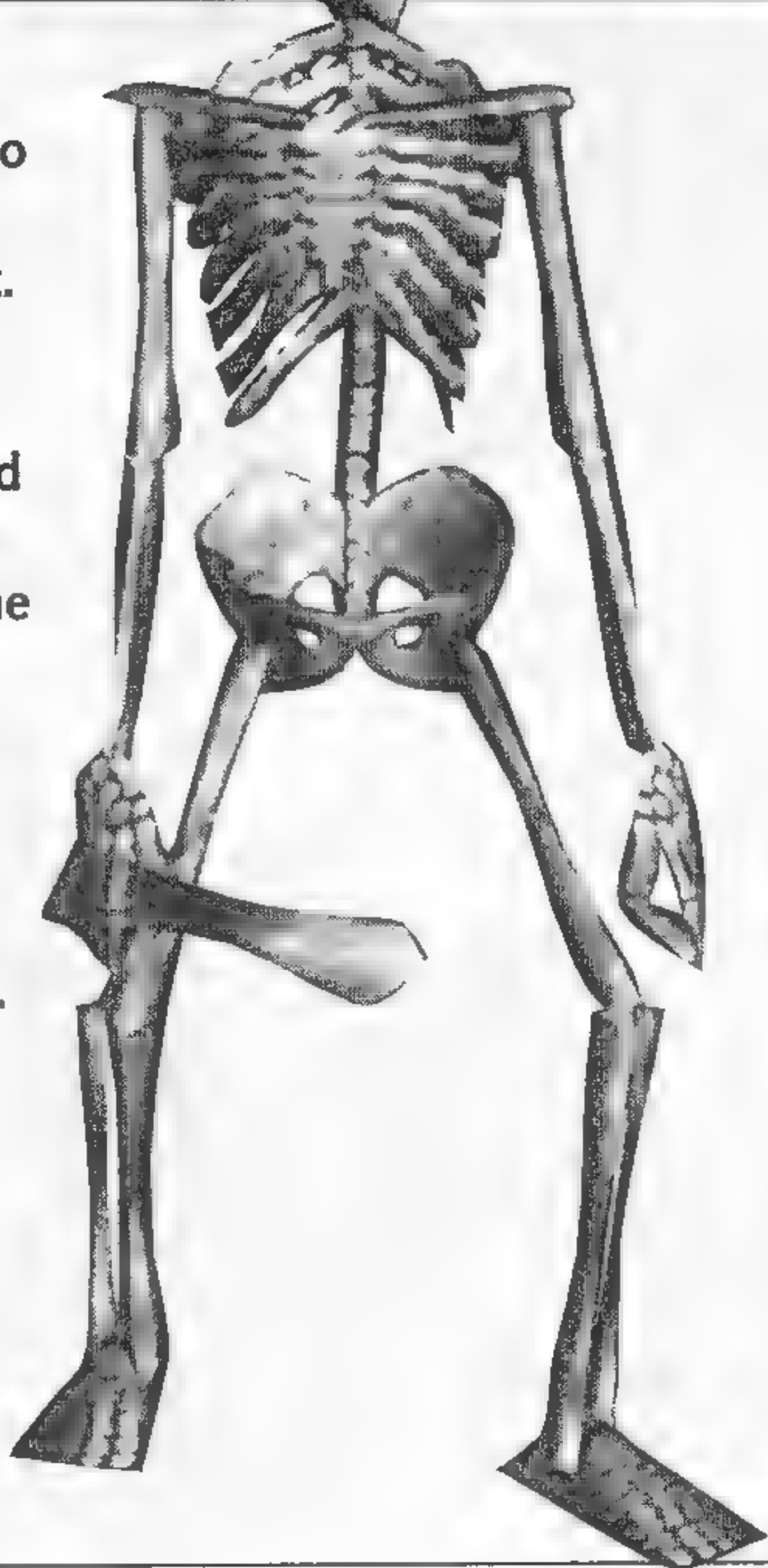
To the right, you'll see a platform with a torch and a wooden box. Jump forward and right to land on an invisible walkway and walk over to break open the torch and box for beef, chicken, Gold and Red Jewels. Return to the start platform.



● Climb the ledges overhead to the top, go through the door, ignore the door marked Tower of Science Key 3 and go left. Jump over two conveyor belts as soon as the cubes pass and turn right. Take out all the cannons here before carrying on.

● Save your progress at the Jewel and go through the door on the left. Take the next left and at the very end of the passage, past the Tower of Sorcery door, you'll find a torch which contains Science Key 3.

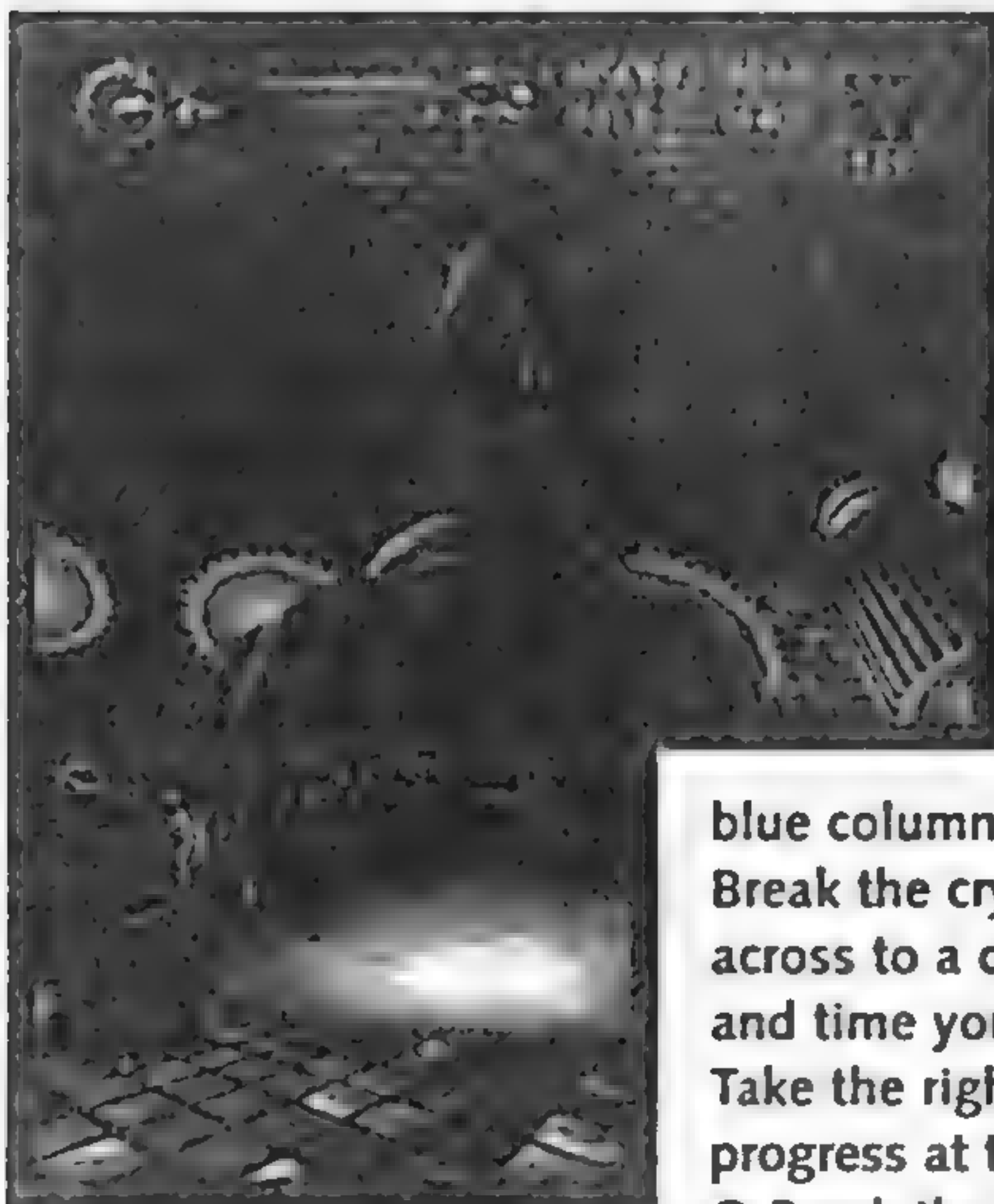
● Return to the door marked Key 3 and go through it. Destroy the three torches for 1,000 Gold and the Cross. Now return to the Tower of Sorcery and go to the next stage.



STAGE 7:

TOWER OF SORCERY

(CARRIE ONLY)



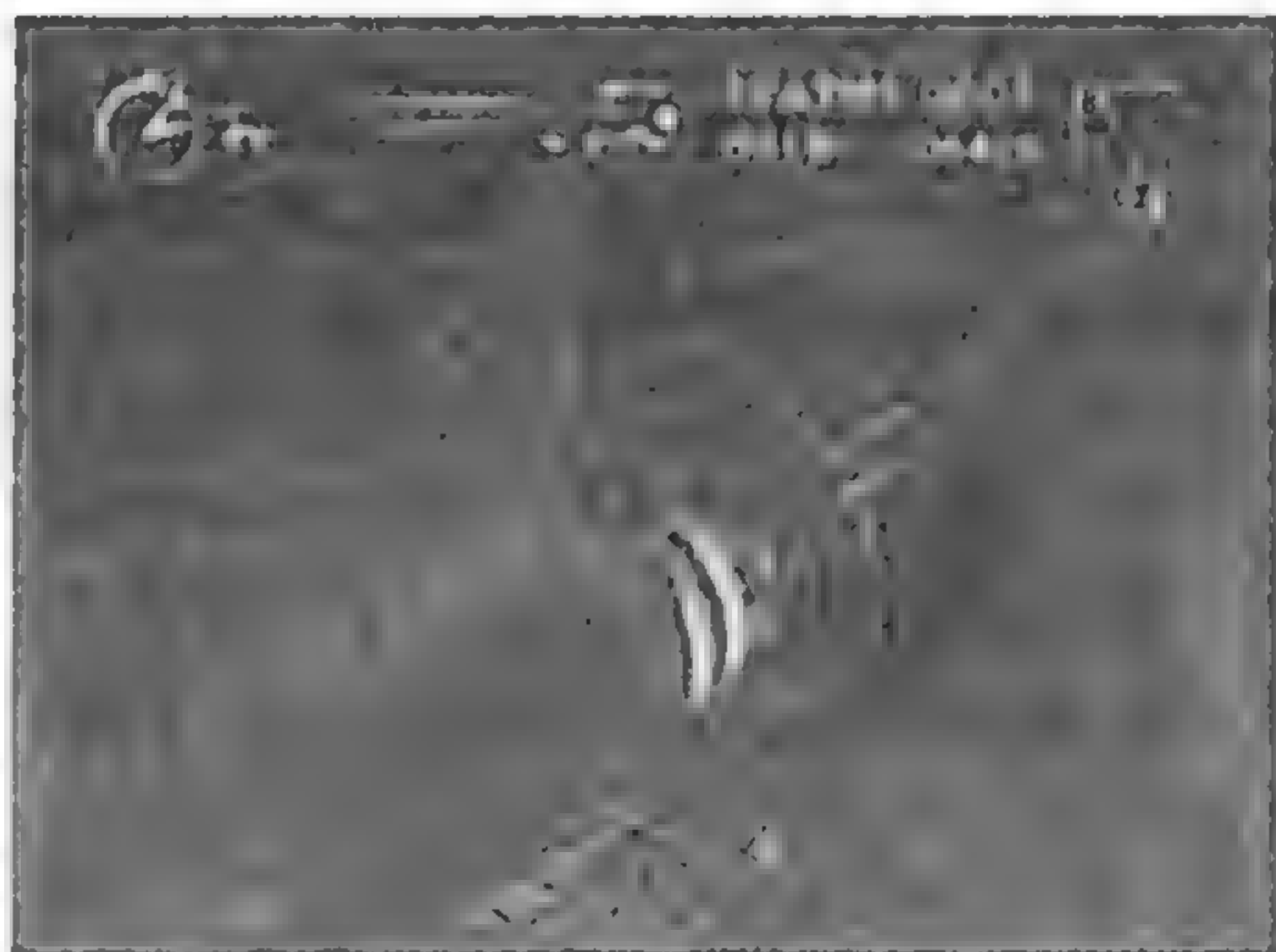
● Run past the Ice Demons until the path becomes a series of crystal platforms. Jump across until you get to a crystal with an Ice Demon. Kill this one and then make the longer jumps to more distant crystal platforms – this requires holding onto the edge, and hauling yourself up.

● Follow the trail to the blue column and climb it using the ledges. Break the crystal for a Red Jewel. Jump across to a disappearing purple platform and time your jumps to the green crystal. Take the right path here and save your progress at the next solid crystal.

● Break the yellow bubble crystal to raise

one of the nearby large yellow crystal platforms. Jump over to the middle and take the left path, across the purple crystals. Break the blue bubble crystal to raise the third large yellow crystal. Climb this and up the spiralling series of small, blue crystal platforms.

● Find the bridge and take the invisible path to the far-off platform with a crystal on it. Break this to pick up Special 2 Jewel. Return to the bridge and go right into the Room of Clocks.

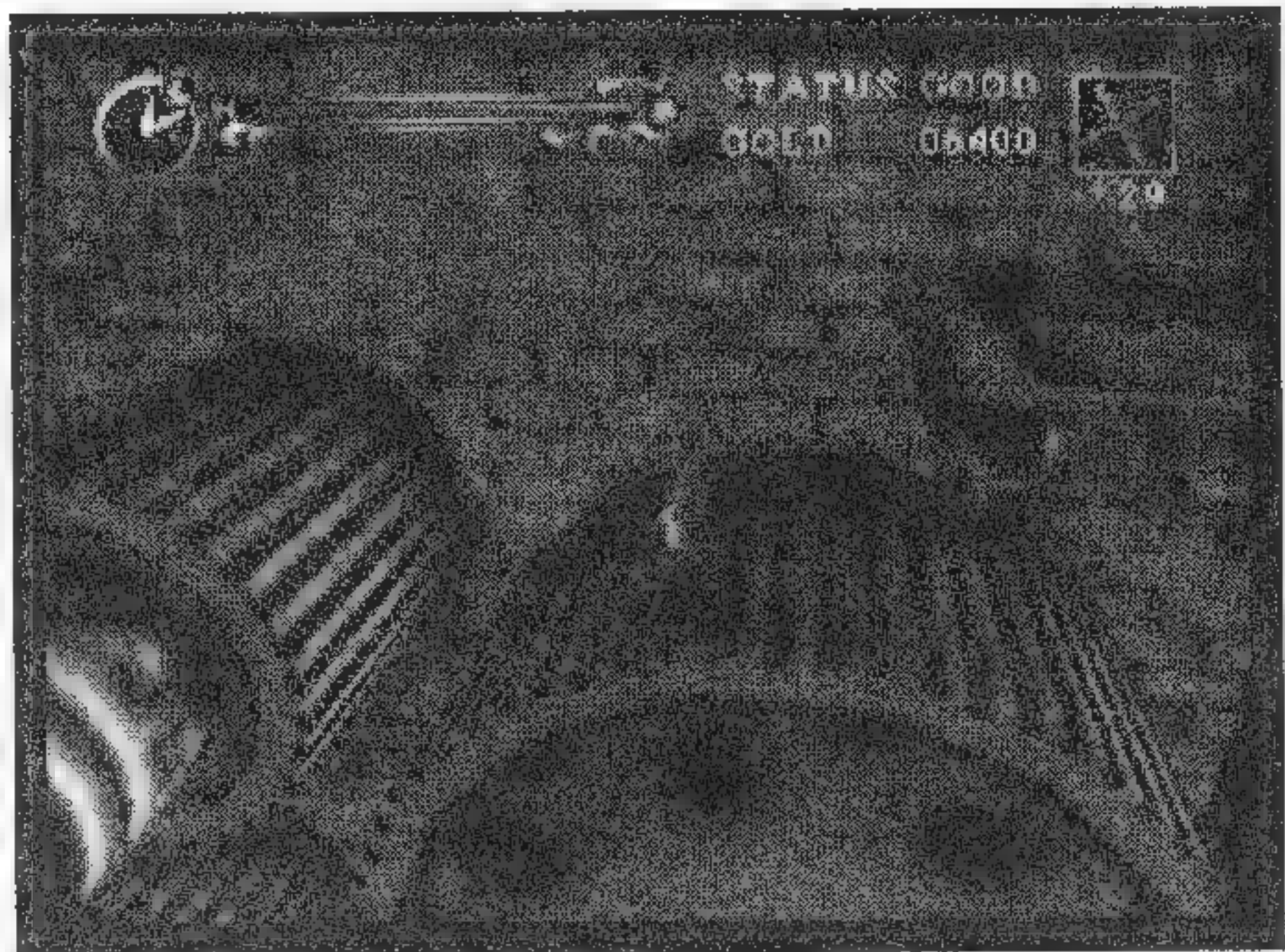


STAGE 7:

**TOWER OF
SORCERY**

(CARRIE ONLY CONT...)

● Head back to the White Jewel and take the steps to your right to a locked door marked "Tower of Execution". Go right, jump through the pendulum blades, and destroy the Pillar of Bones. Walk to the back of the centre column and hit the indestructible Red Skeleton Warrior to



temporarily paralyse him. Run past him and take the right path.

● Time your leaps from platform to platform so that you land on the last just as it's extending. Destroy the Pillar of Bones and jump to the platform beyond. Climb up and go left.

● Continue past the bridge on the left and find the statue at the end of the path. Break this for the Execution Key. Drop down to the third floor and open the locked door.

● Destroy the statues for beef and a Cross. Jump down and to the right to find a statue containing Special 2. Go right and take the invisible path leading down to the second floor. Once at solid stone, go to the



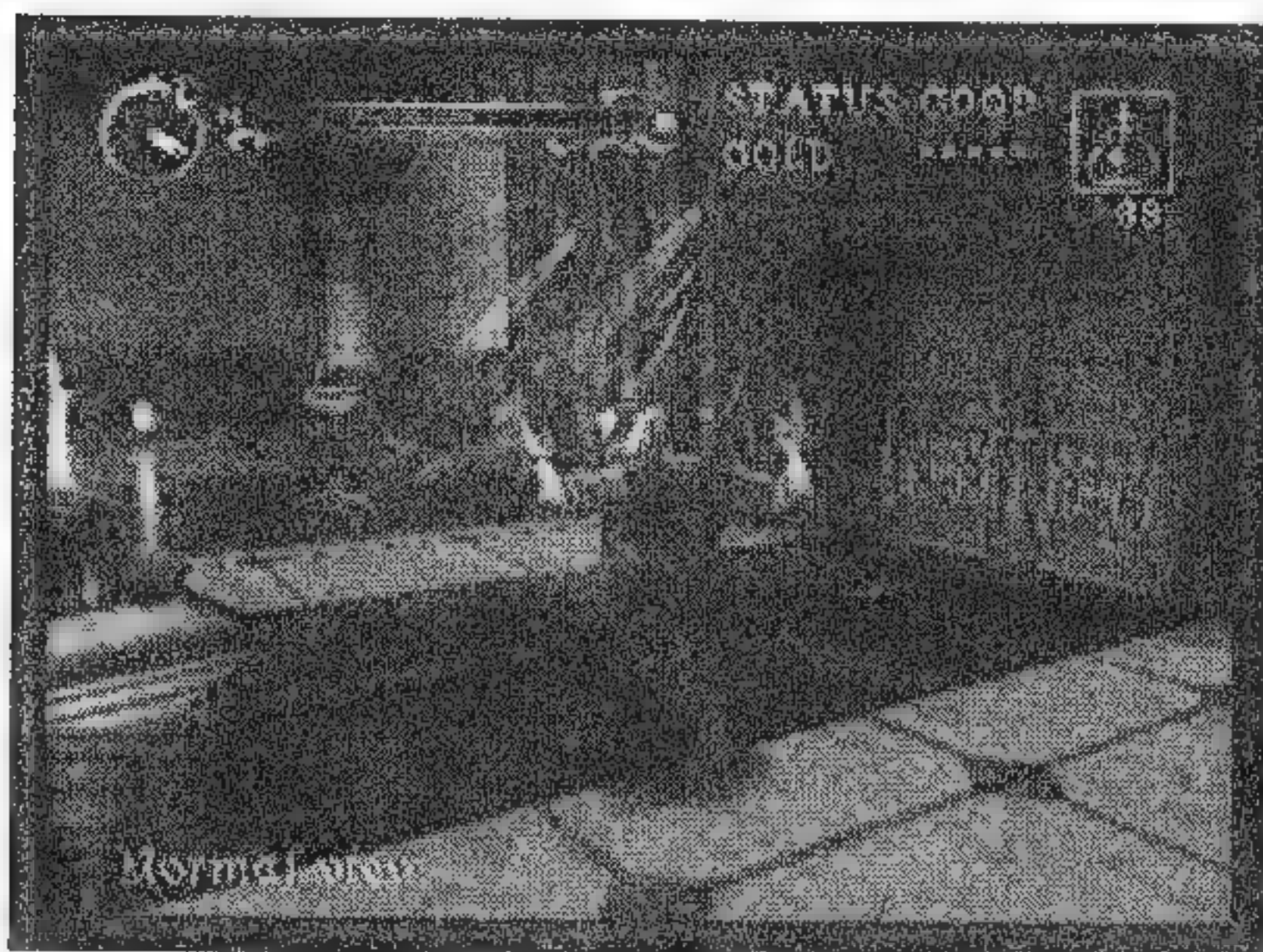
fourth floor and from there go left to find another invincible skeleton.

● Cross the bridge, take the left bridge, jump over the pendulum blades and destroy the Pillar of Bones. Cross the next bridge, take the right path and then climb the stairs up into the next stage. (Go to page 30 - Room of Clocks.)

STAGE 7:

DUEL TOWER

(REINHARDT ONLY)



● Go to the large plateau and fight the Tiger Man. Leap out of the way when he rushes forward and retaliate with your primary and secondary weapons. The roof is slowly falling in and you'll both be crushed if the battle takes too long.

● With the Tiger Man dead, climb the ledges to get to the top of plateau. Jump over to

the next plateau and then over to the next, avoiding the two spiked beams swinging round. Quickly run straight ahead and jump over to the next plateau to battle the White Werewolf

● Again, you must defeat the Werewolf before the ceiling crushes you. Use similar tactics as with the Tiger Man and when you've won, climb the new ledges to get yourself on top of the plateau.

● Jump over to the next plateau, avoiding the three swinging spiked beams. Drop down the opposite side onto the ledges below. Destroy the torch at the bottom for a chicken and leap from stone pad to stone pad to get to the next tower.

● Climb the ledges to the top and avoid the four swinging spiked beams. Climb the platforms along the right outside wall to get to the next plateau. Climb onto the next platform and jump along, being careful to avoid the Flying Medusa Heads. Break the torch for beef on the last platform and jump back down.

● Jump down again and find a plateau with a pit in the centre. You must now fight the Dragon Man.



STAGE 7:

DUEL TOWER

(REINHARDT ONLY CONT...)

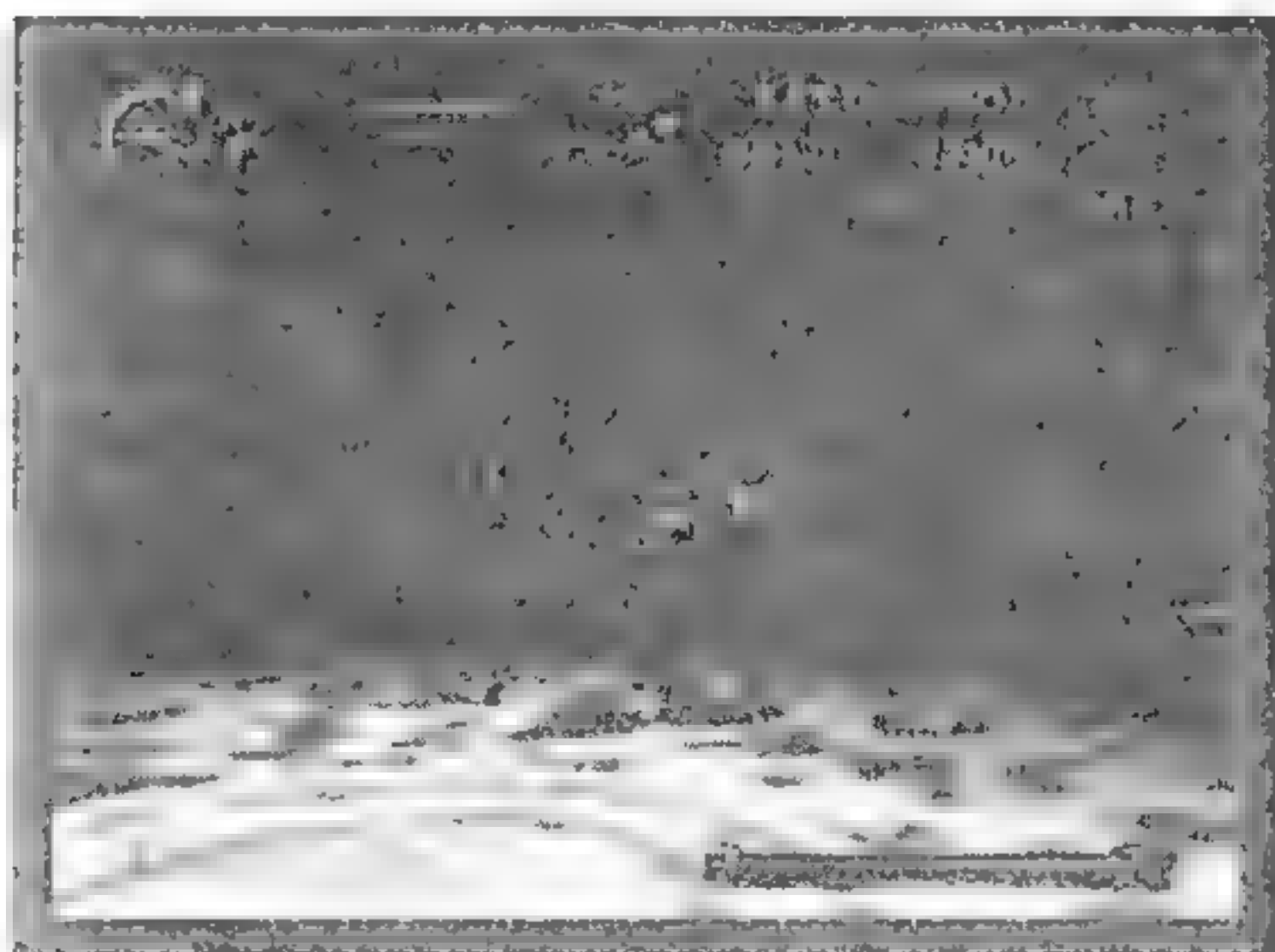
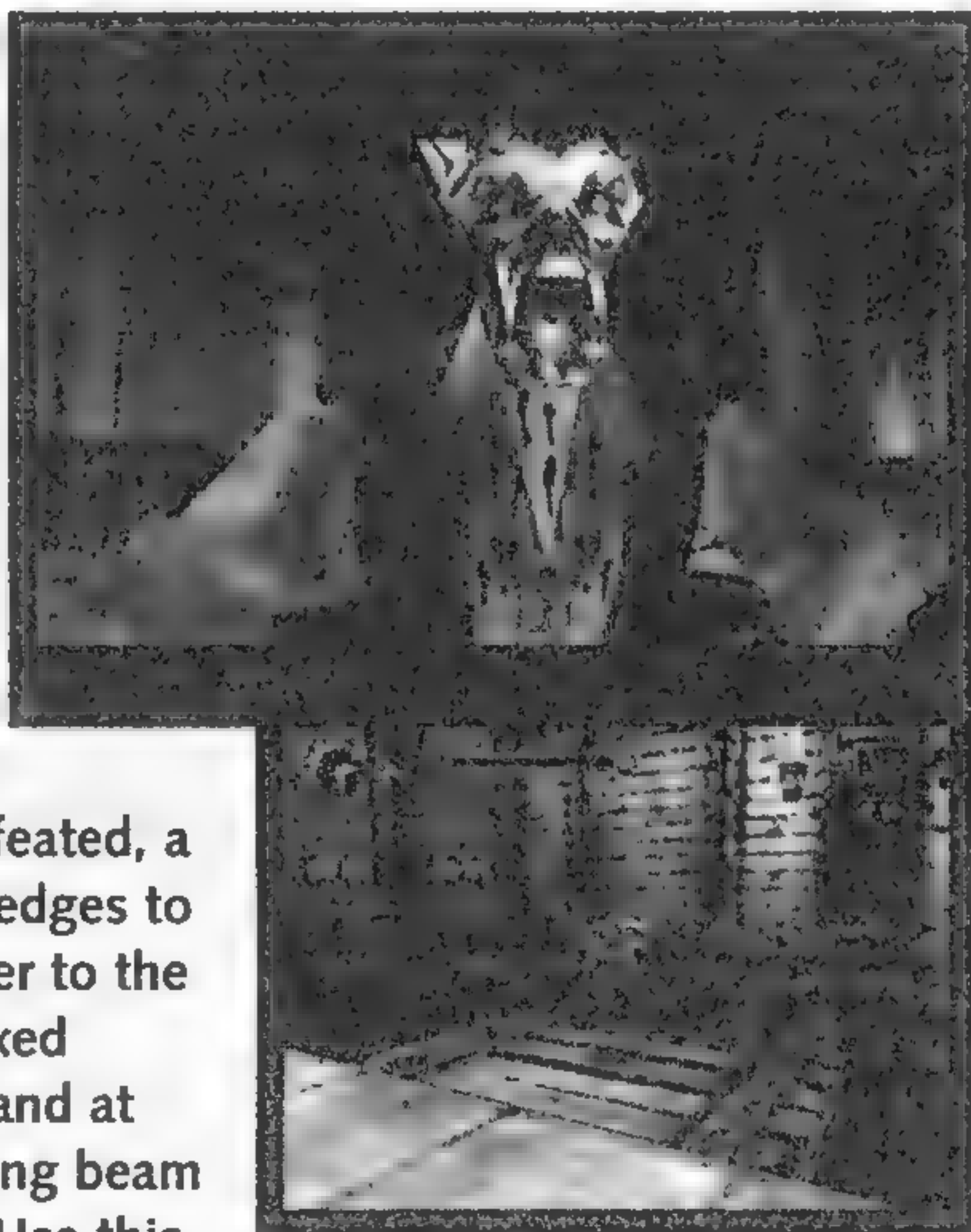
● Outrun the Dragon Man's charges and when you've got enough distance, turn around and whip him. When he's angry enough at this, red smoke will come up from his feet signalling that he's about to charge you. Jump left or right to avoid this charge and continue to pound away at him with your whip.

● When the Dragon Man is defeated, a wall will disappear. Climb the ledges to the plateau above and jump over to the next avoiding the swinging spiked beams. Go to the next plateau and at the opposite end you'll see a long beam sticking from the outside wall. Use this

to get to the next plateau and then duel with the Tiger-Striped Demon!

● The Tiger-Striped Demon is an exact replica of the Demon you fought in Stage 1. Keep running away, and when you're a safe distance, turn and whip once. Repeat and before long the demon will be dead.

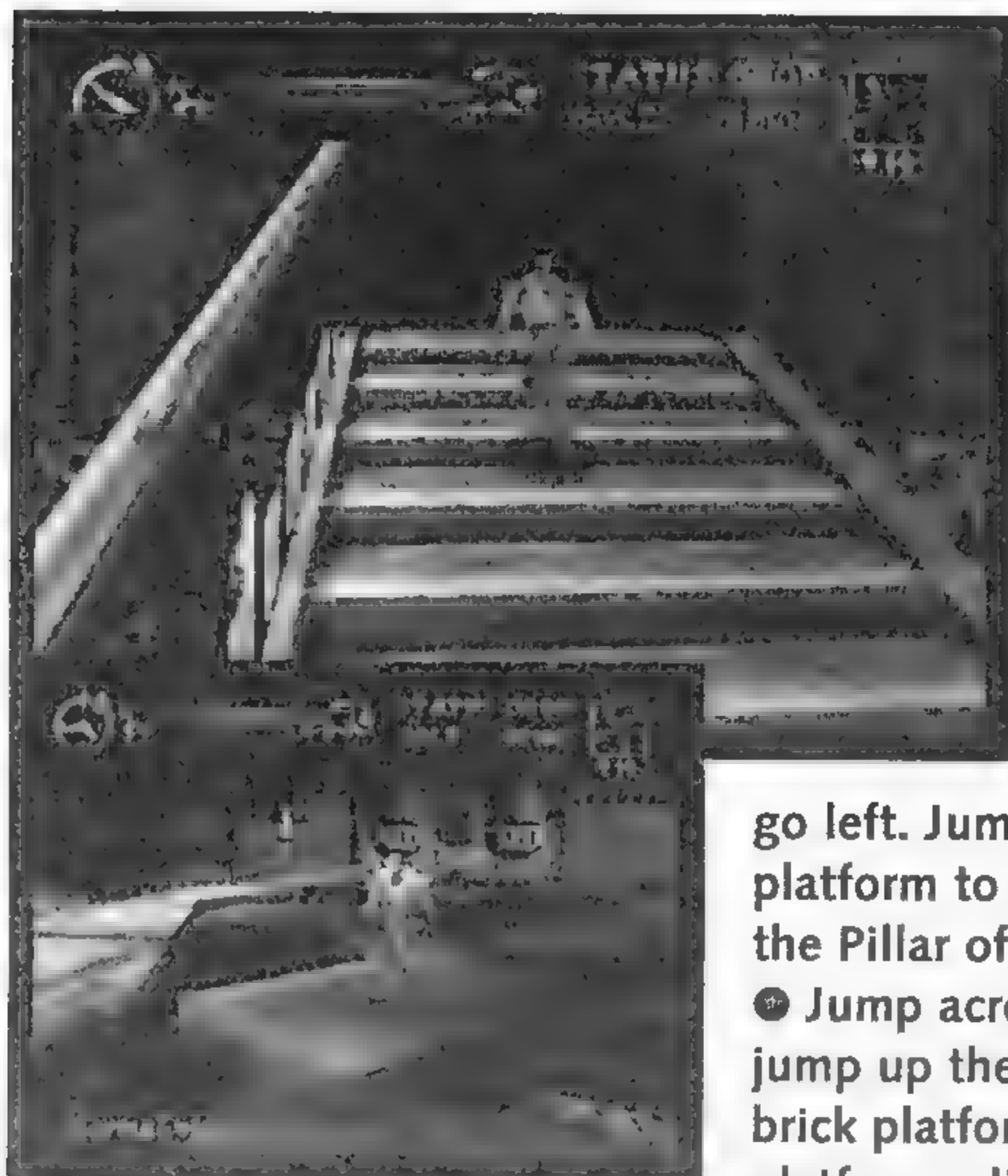
● The final jump is the most difficult yet. Climb the ledges up to the plateau and jump over to the next, avoiding the four swinging spiked beams. The plateau is too far away to land on first time, so jump so you end up hanging from its edge. When the beams have passed safely overhead, climb up. Now go through the dark open passage to reach the next stage.



STAGE 7:

TOWER OF EXECUTION

(REINHARDT ONLY)



- Save your game – there were no White Jewels in the previous stage, and death now would mean playing through Level 6 again.
- Carefully jumping over the swinging pendulum blades, walk towards the centre column and take the right path. Jump the gap in the bridge and

go left. Jump from platform to platform to get to the other side and the Pillar of Bones.

- Jump across the next gap and jump up the extending and retracting brick platforms. On the second solid platform, climb the step and jump up

to reach the second floor. Go left, kill the Fire-Breathing Bats, and jump over the gaps to the bridge leading to the centre column.

- Take the bridge to the right, avoid the pendulum blades and kill the Pillar of Bones. Jump across the gap and go left, jumping from one extending brick platform to the next. Save your progress on the other side.

- Go left and break the two statues at the end for chicken and 500 Gold. Return to the save point and climb the steps on the right to a locked door marked "Tower of Execution."

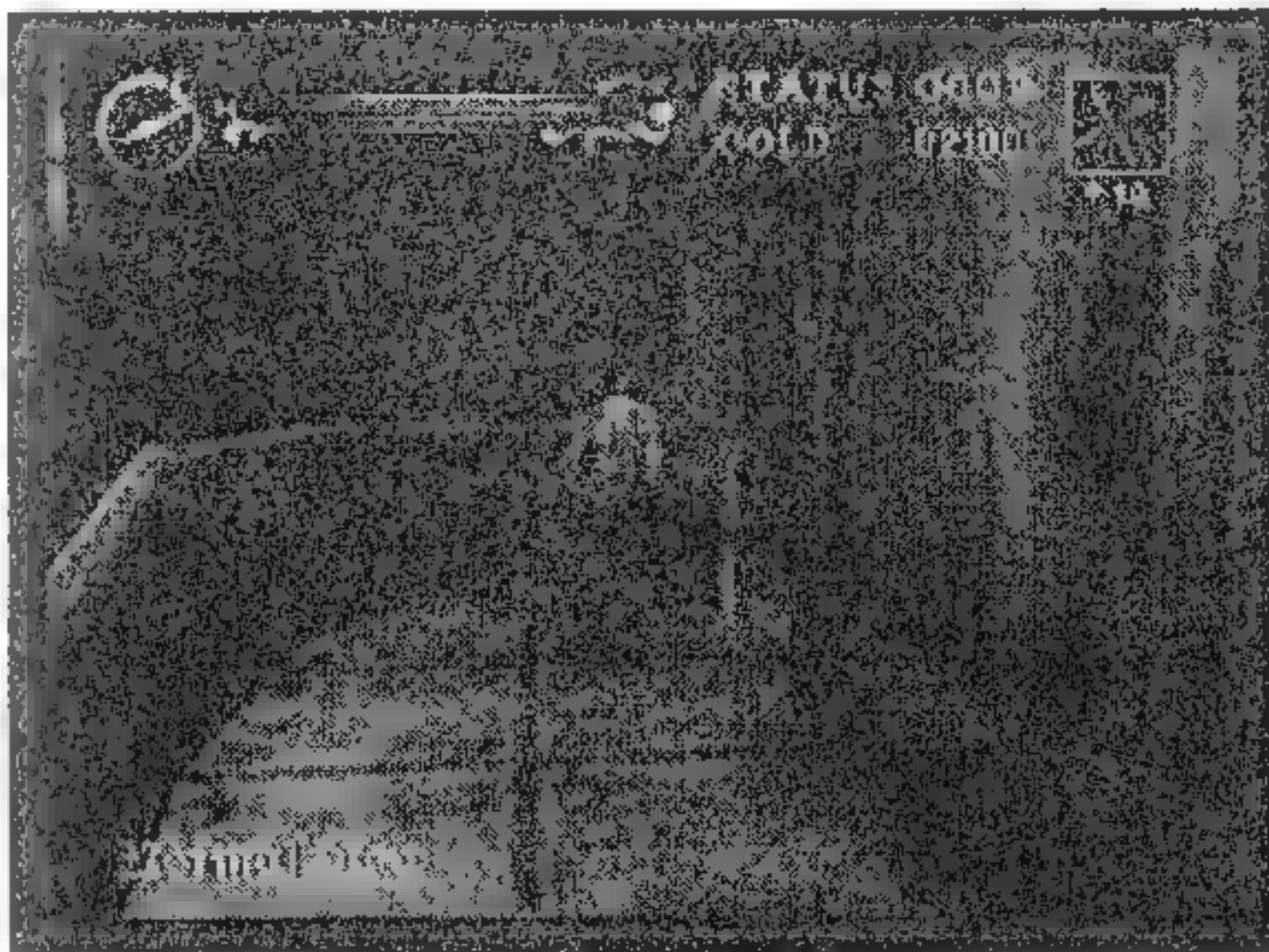
- Go right, avoid the pendulum blades, destroy the Pillar of Bones and walk around to the back of the centre column to find an indestructible Red Skeleton Warrior. Paralyse him with a few hits and run past him. Now take the right path and climb the extending and retracting platforms. Quickly destroy the Pillar of Bones and jump to the platform beyond.

STAGE 7:

**TOWER OF
EXECUTION**

(REINHARDT ONLY

CONT...)

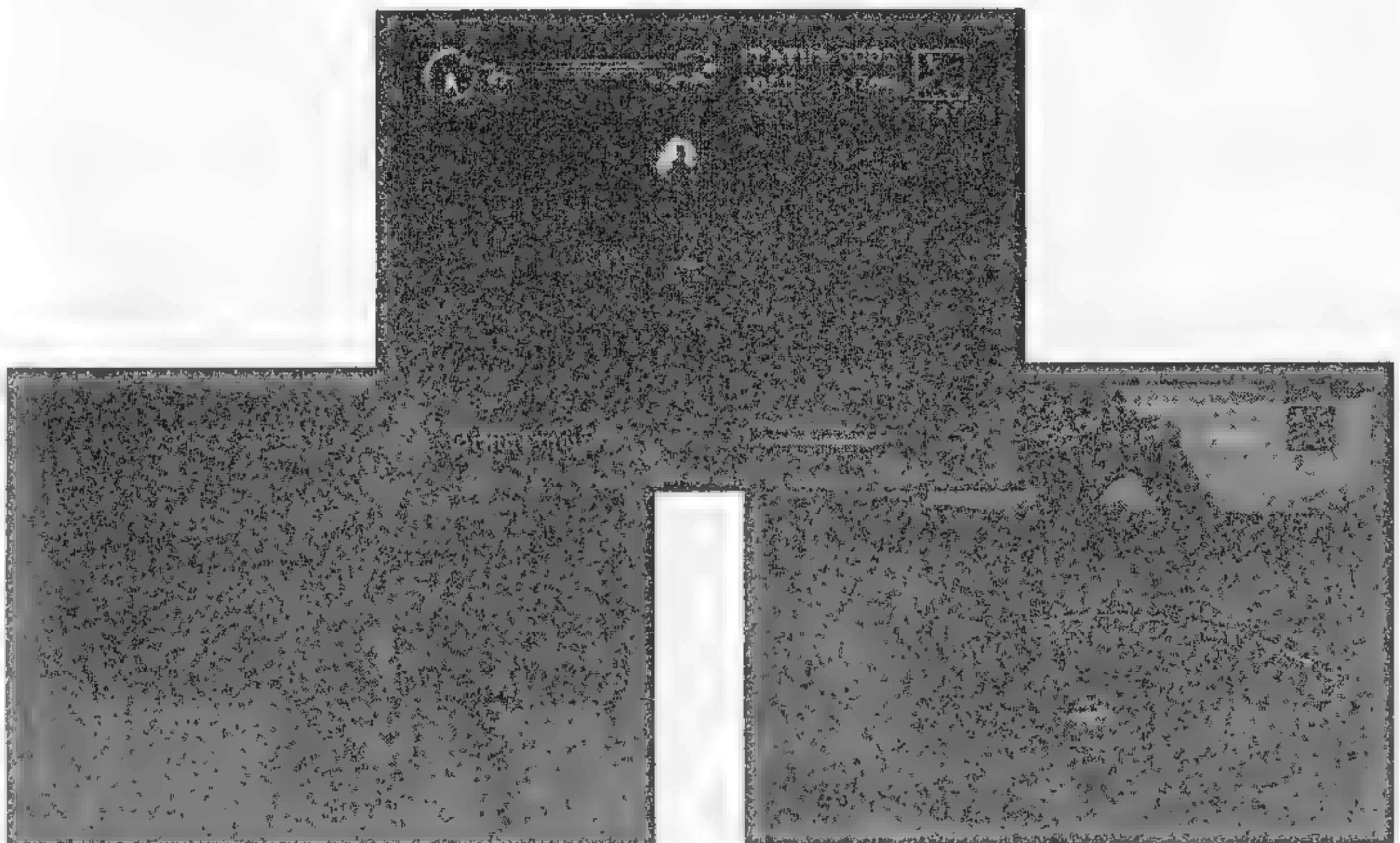


● Climb up to the next floor and go left. Go past the bridge on the left and continue to the end of the path. Break the statue at the end for the Execution Key. Drop down over the edge to the third floor and make your way back to the locked door

● Break the two statues for beef and a Cross. Jump down

to the statue below right and break it to reveal the Special 2. Go right and take the invisible path to the second floor. From there, go back to the fourth floor.

● Go left to find another invincible skeleton. Hit him, cross the bridge, walk towards the centre column and take the left bridge. Avoid the pendulum blades and kill the last Pillar of Bones. Take the right path, climb the stairs and enter the next stage.



STAGE 8: ROOM OF CLOCKS

- Walk down the passageway to the Room of Clocks. Break the candles for beef, Holy Water and an axe, but do not pick up the Holy Water. Pick up the Contract and stock up on items such as roast beef and chicken. After this, save your game.
- Go into the open passage, find the red lift and take it to the roof to face another boss character.

CARRIE VS. ACTRISE!

- Actrise will continually erect crystal barriers around her for protection. At the same time, she'll hit Carrie with crystal bombs - keep moving to avoid these.
- Circle strafe Actrise, charging and releasing energy balls all the time.
- Once you have a clear shot be sure only to hit Actrise with a fully charged energy ball.
- As Actrise's health decreases, the strength of her barrier will increase. Eventually, though, victory will be yours.



STAGE 8:

ROOM OF CLOCKS

REINHARDT VS. DEATH!

• Run clockwise or counter clockwise to avoid Death's Sickle attacks. When you come close to him, jump as high as you can and try to hit him with both your primary and secondary weapons.

• Every few times you hit Death, he'll fly away momentarily before charging at you. When he does this, stand still, and jump and hit him as he comes close.

• Occasionally, Death will fly away to unreachable distances and summon the gigantic Satan fish. This will jump through

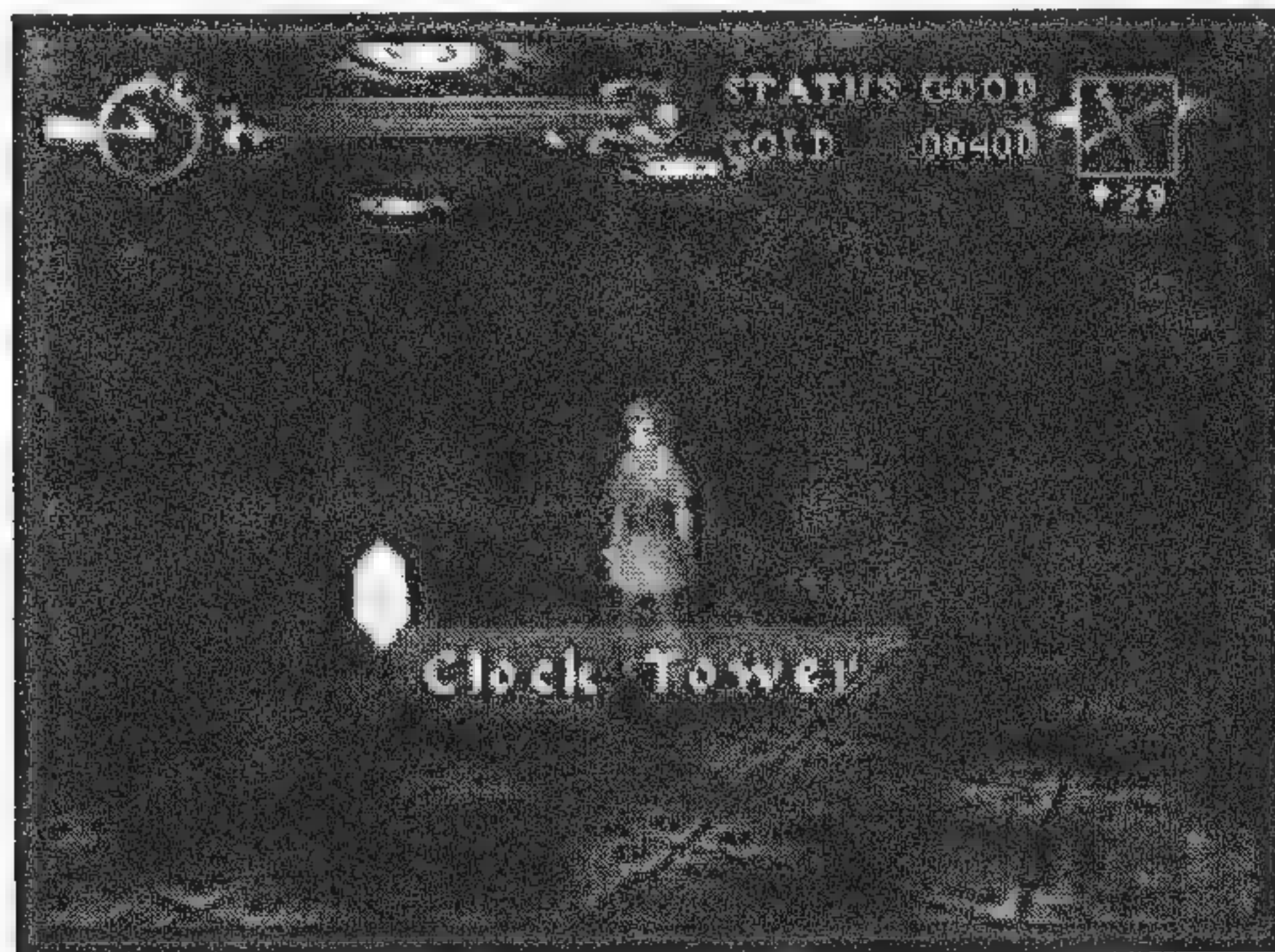
randomly appearing rings and try to hit you. The fish is invincible so just keep out of its way.

BOTH CHARACTERS

Ride the red platform back down into the Room of Clocks, save your progress at the White Jewel and leave through the newly opened door to exit to the next stage.

STAGE 9:

CLOCK TOWER



- Climb from the wall opposite the two torches and find the metal rectangle hanging from the large metal boxes jutting out from the left. Climb alongside it and hit it with your primary weapon to reveal some chickens.
- Drop down and walk across the long rotating gear to get to

the side with the two torches. Avoid the Flying Medusa Heads and break open the torch for Clocktower Key 1. Climb to the top and go through the door.

- Save your game at the Jewel and go through the next door. Destroy the Pillars of Bones and collect the bags of gold if you want to risk the jumps.

- Kill the Pillar of Bones in the lower right corner for Clocktower Key 2. Drop down to the platform below, jump over to the platform beneath the door and go through.

- Look to your left in this, the third gear room and see another metal rectangle. Destroy this for 1,000 Gold, go over to the left side of the entrance ledge and jump down to break open the torch for Clocktower Key 3.

- Drop down to the main floor, kill the Pillars of Bones for 500 Gold each. Break the four torches for weapons.

- Go to the base of the spinning cylinder and climb it using the ledges jutting out from its side. Swap between cylinders to get to the top and once there, head back in the direction of the entrance to find a Contract.

- Jump to the ledge on the left of the Contract and break the metal rectangle for 3,000 Gold. Now use the Contract to stock up on items prior to meeting the dark lord. Head across to the ledge with the White Jewel, save your game and use the door ahead.

STAGE 9: CLOCK TOWER

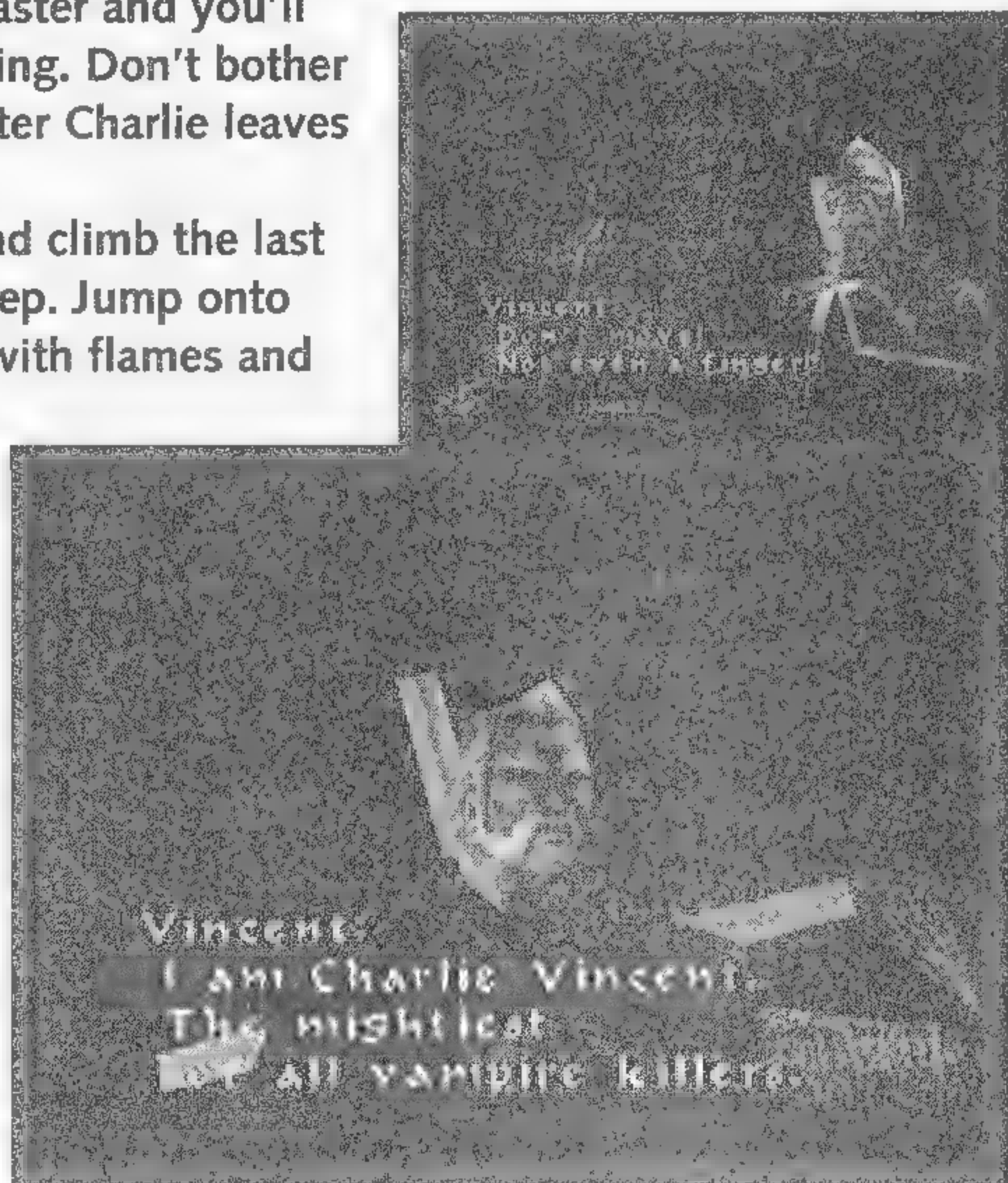
Go up the stairs to the first room and meet Renon for the last time. If you haven't spent more than 30,000 in Gold, then Renon will bid you farewell and you may simply exit the room.

● If you have spent this or more, you must fight Renon for possession of your soul. Fortunately, Renon is a carbon copy of the Death boss (see page 31) and the same strategies you used to defeat him will work just as well here. You will need to be slightly more careful, however, as the platform you fight on is smaller.

● After Renon, go up the next stairs and through the door. If you took too many game days getting to this point, you'll have to fight Charlie Vincent. If you were quick enough, you won't.

● If you do face Charlie, you'll find him the easiest boss yet. As he walks towards you throwing poisonous water, position yourself at a distance and just keep pounding away at him. As his health decreases, his throwing becomes faster and you'll need to start circle strafing. Don't bother picking up the Holy Water Charlie leaves behind when he dies.

● Leave the chamber and climb the last flight of stairs to the Keep. Jump onto either of the platforms with flames and move along the ledge around to the back of the tower. Break open the torch here for a Red Jewel and then take the invisible walkway leading to the small suspended platform. Break the torch here for a Healing Kit before returning to the main entrance and the exit to the final level.



STAGE 10:

CASTLE KEEP

- Save your game at the first White Jewel, just inside the keep. What happens next depends on how you played the rest of the game.
- If you took too many game days to get to the Castle, you will have had to fight Charlie Vincent. If this is the case, it is now impossible to finish the game and see the 'good' ending.
- Walk toward the coffin at the back of the room and the lid will burst off. Dracula will then show himself, and the final battle will begin.

THE FIGHT WITH DRACULA

Dracula moves through a cycle of appearing, attacking and disappearing.

He has four attacks:

- His first attack sees him throw his arms open creating a vacuum, sucking you in towards him. To avoid injury, run at him and hit him in the face with your primary weapon. If you're too close to do this when the vacuum starts, just run away.
- After a while, he'll give up with this. Use the pause to replenish your health and use a purifying crystal if necessary.
- Dracula's second attack fires a circular burst of blue energy first from his feet and then from his waist. Jump the first burst, fire your weapon and then duck the second.
- Dracula's third attack sees him firing fire bats at you. Dodge them by jumping left or right or by destroying them with your primary weapon. Return fire on the Count by aiming at his head and firing either while he's shooting the bats or just afterwards.
- For Dracula's fourth attack he'll unleash a large burst of flame from his hand. The critical point to remember is just before this, prior to taking evasive action.
- Keep pounding away at Dracula and eventually he will submit. You will have now completed Castlevania and seen the 'bad' end.

STAGE 10:**THE REAL DRACULA**

Once the first Dracula is dead and as long as you have not fought Charlie Vincent, the Castle will begin to shake, and you will have to run back down the stairs as they collapse. As soon as you reach the bottom, go left and take the red platform. At the end you will meet up with Malus – the real Count Dracula

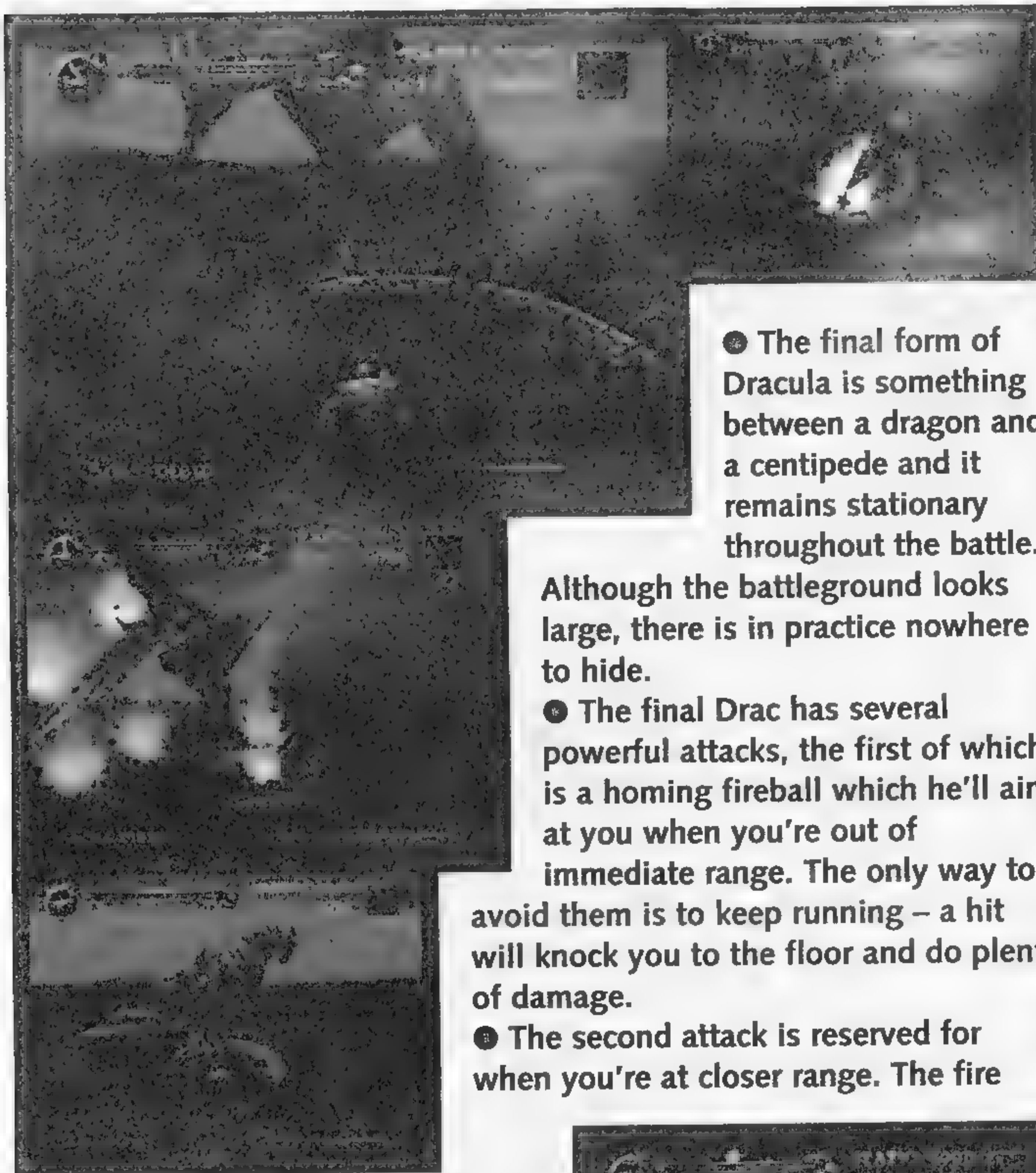


THE PRINCE OF DARKNESS

- This form of Dracula will continually warp from place to place in the arena. Each warp throws up several giant blue beams, but there's no way of telling from which he will emerge from until they begin to fade. Stay on the edge of the arena, near one corner and give yourself the widest field of view to spot him.
- Once the Count has materialised he will use two attacks. Firstly, he'll shoot homing blue fireballs at you which you can either dodge or destroy with your weapons. If you choose this second tactic, the missiles may leave behind useful power and pick-ups.
- When the fireballs have stopped, run towards Dracula, jump up and pound him in the head with your primary weapon. The timing has to be perfect to do damage.
- Dracula's second attack unleashes a circular burst of green energy from his waist, followed by one from his feet. Duck the first burst and then jump, taking the opportunity to take a shot at the Count.
- Once Dracula's health is down to about half, he may appear and unleash rings of fire. The first will be close to him, but the second can affect most of the arena. Your survival depends on positioning yourself between the two. When the fire subsides, continue your attacks.
- When you've done enough damage, Dracula will warp into the next realm and change into his last – true – form!

STAGE 10:

CASTLE KEEP

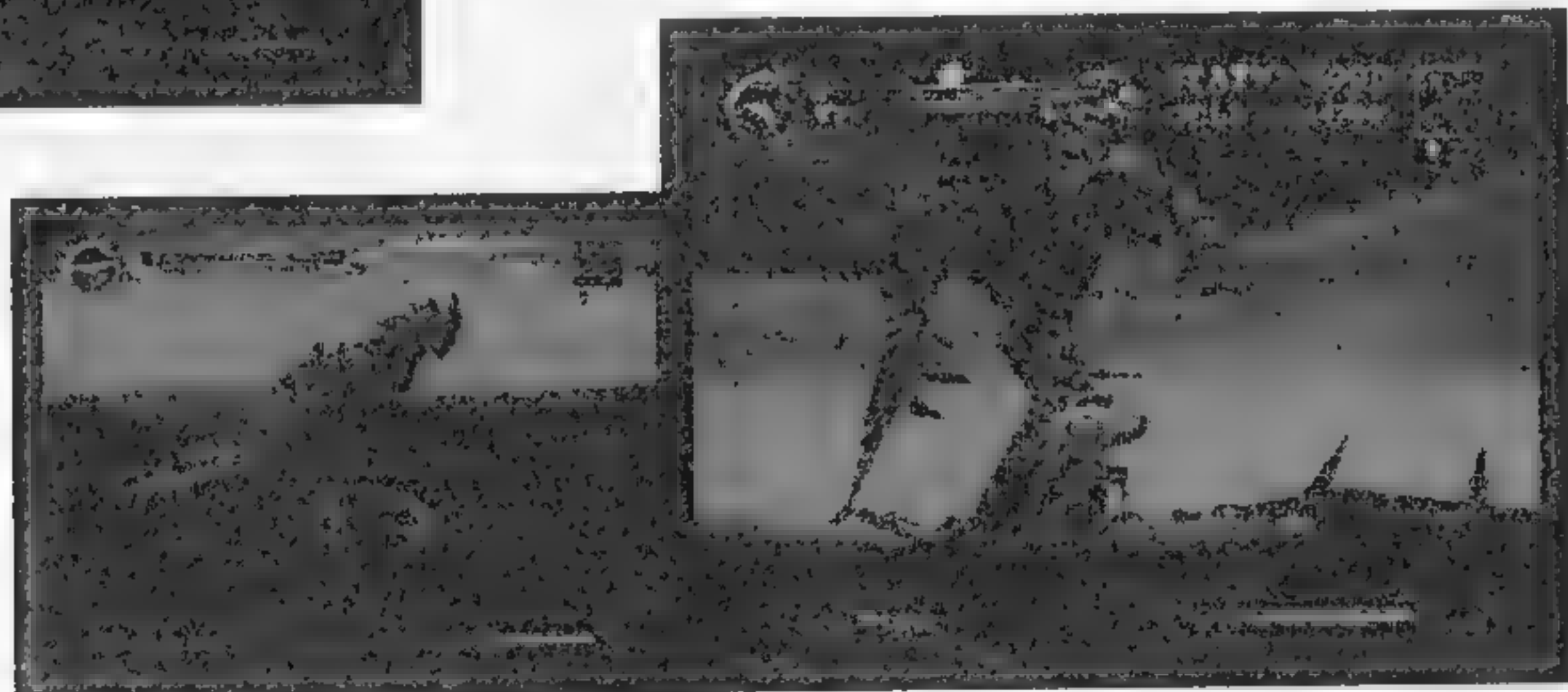


● The final form of Dracula is something between a dragon and a centipede and it remains stationary throughout the battle.

Although the battleground looks large, there is in practice nowhere to hide.

● The final Drac has several powerful attacks, the first of which is a homing fireball which he'll aim at you when you're out of immediate range. The only way to avoid them is to keep running – a hit will knock you to the floor and do plenty of damage.

● The second attack is reserved for when you're at closer range. The fire



breath can be avoided by running into the arc of his long legs and feet. While you're here, attack with your primary weapon.

- When blue electricity forms around Drac's arms the third and final attack is on its way – the shockwave. When you see this happening, run to a safe distance, wait for the wave to subside and then run back and underneath to hit him.

- When the vampire is down to about half health, two fire dragons will join the battle. These can cause big problems if they catch you, so beware.

- Most attacks you suffer will cost you more than 50% health, so watch your gauge carefully and restock with food every time you drop below 51%.

- When the Vampire is finally defeated, you'll see *Castlevania's* 'good' end sequence.



EXTRAS

THE THREE HIDDEN CRYSTALS

There are three special crystals hidden within the game. Finding each one will open up a new 'extra' available once you have finished the game.

SPECIAL CRYSTAL 1

Level: Forest of Silence

Location: Look on the small platform hovering over a poisonous river about halfway through the level.

Reward: Unlocks the harder difficulty level once you have beaten the game.

SPECIAL CRYSTAL 2

Level: Tower of Execution

Location: Look on a small platform between the second and third floors just above the area which you entered the level. Use the invisible walkway to get to it.

Reward: Unlocks Reinhardt's alternative outfit once you've finished the game.

SPECIAL CRYSTAL 3

Level: The Tower of Sorcery

Location: Find the level exit and then look for a platform all alone on the right. There is an invisible walkway that allows you to get to it.

Reward: Unlocks Carrie's alternative outfit once you have beaten the game.

PREMIER MANAGER 64

PREMIER MANAGER 64



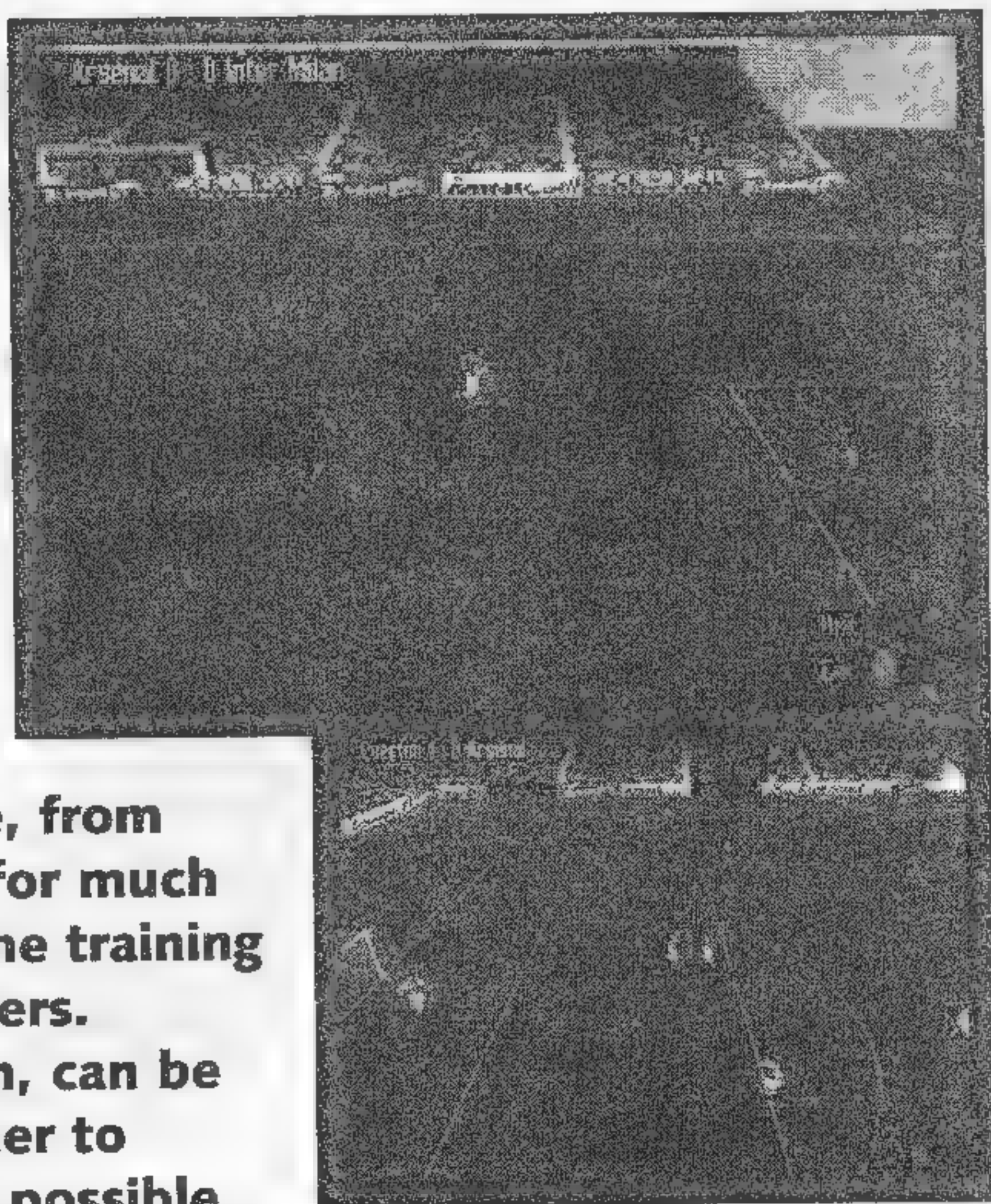
DOUBLE GAME GUIDE +

N64

PREMIER MANAGER 64

Until recently the closest you could get to a football management sim on the N64 was a quick peak of statistics in the *FIFA* games. Fortunately, with the arrival of *Premier Manager 64* that's all changed. Everything you need to manage a successful team is in here, from selling your best players for much needed cash, to setting the training regime for your goalkeepers.

Premier Manager, though, can be tricky to master so in order to make things as simple as possible we've looked at every screen in the game and churned out a host of little tips and tricks to turn you from management chump to management champ. Read on, then, and find out the strategies we used to take Sheffield United from the dank depths of the First Division to the heights of the Premier League.



GAME SELECTION

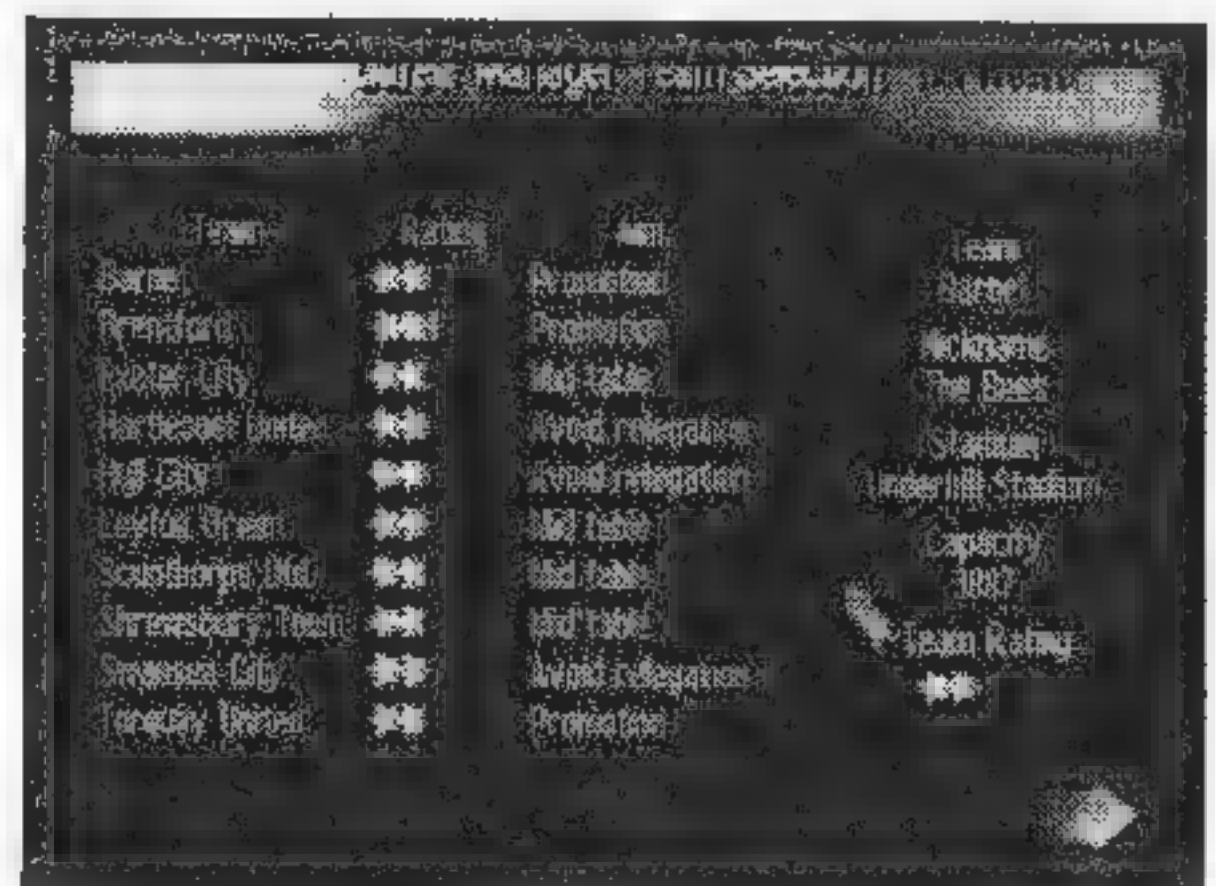
1 Just who do you want to be? If you're in it for the long haul go with the Career choice and choose one of the Division Three minnows, such as Barnet or Scarborough (they're still in *PM 64*). Feel the strain as the rain lashes down, with no money in the kitty, no one in the ground and a team with more donkeys than Blackpool Pleasure Beach.

2 Alternatively, you can select the Manager game. This allows you to manage the team of your dreams straight away, fools be warned though, this ride is no picnic.

TEAM SELECTION

1 Follows on from before. If you want to spend, spend, spend select the obvious teams: Man United, Liverpool et al. Be careful though; if you think picking one of the top teams will give you a licence to spend money, you'll be sadly mistaken. Yup, the money will be there but so will pressure like you've never known before as the board watch your every move to check the money is being spent properly.

2 If you choose the Career path, your powers of wheeling and dealing must be deep rooted in dodgy East London trading history. You start off with only a few hundred thousand in the pot so use it well. Remember second hand, knocked off Ronaldo copies don't come from battered suitcases on street corners down the high street, you have to search them out from obscure little foreign teams. The best bet here is to aim for the middle grade Nationwide or bottom rank Premier League teams. The objectives for each team vary, so pay close attention to your orders and set about pleasing your bosses straight away.



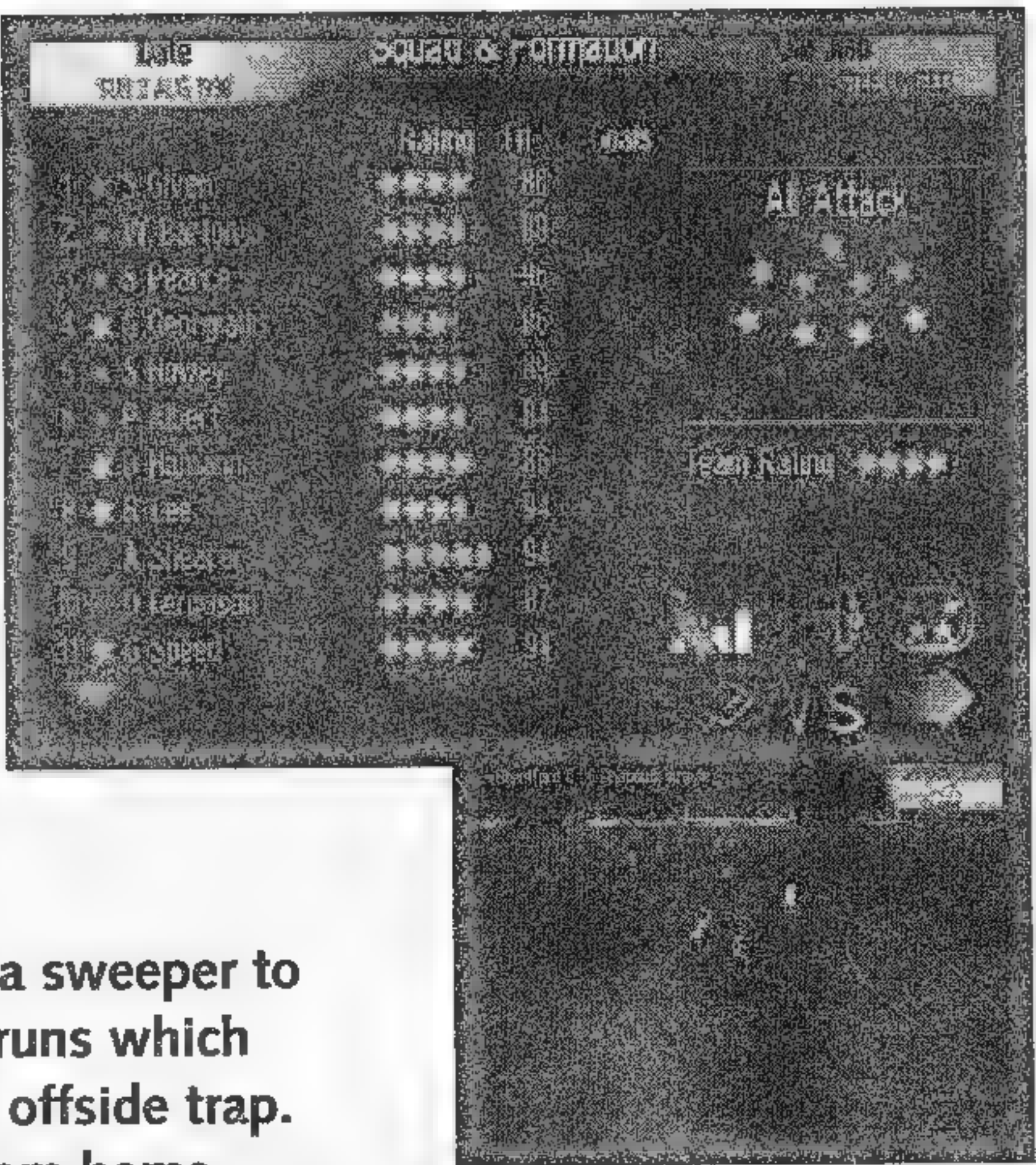
Team	Rank	Notes	Notes
Sheff Wed	1	Promoted	Rank 1
Sheff Utd	2	Promoted	Rank 2
Sheff Albion	3	1st team	Rank 3
Sheff Albion	4	1st team	Rank 4
Sheff Albion	5	1st team	Rank 5
Sheff Albion	6	1st team	Rank 6
Sheff Albion	7	1st team	Rank 7
Sheff Albion	8	1st team	Rank 8
Sheff Albion	9	1st team	Rank 9
Sheff Albion	10	1st team	Rank 10

PRE-SEASON

1 The key here is to attain a balanced four match schedule. A heavy duty program against the likes of Ajax, Man United, Inter Milan etc could result in a serious injury list and exhausted players before the season has even started. Go towards the other end of the scale, but again beware the extremes. Too light a schedule against the likes of Doncaster and Scarborough will leave a team with the competitive spirit of a tortoise and in a lackadaisical frame of mind. We reckon a good choice would be Sheffield United, Rotherham United, York and Leeds. This should give your defenders a solid workout and let your strikers indulge in some target practice.

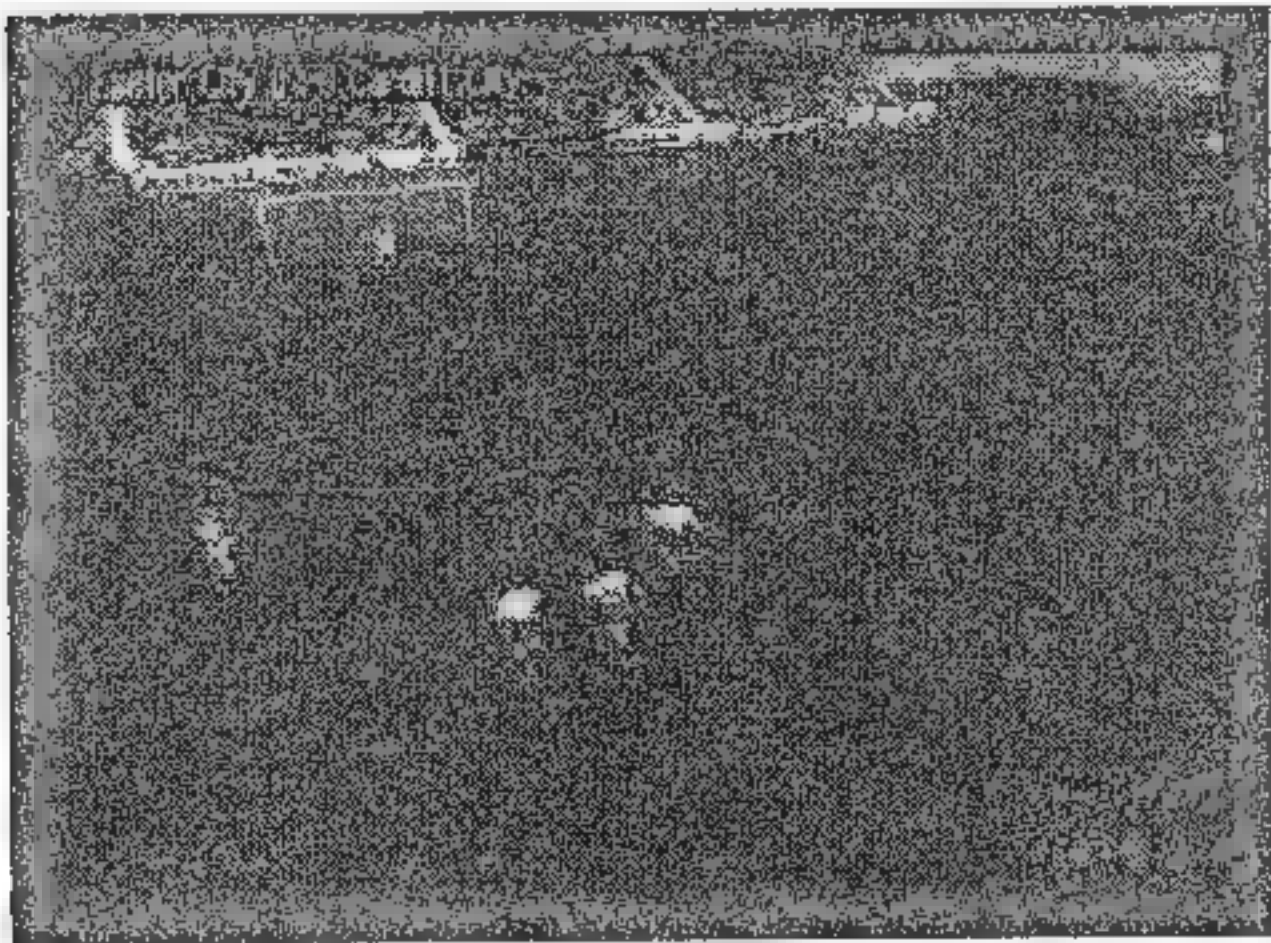
TACTICS

1 There are over 150 tactical combinations within the game. Use them to your advantage, adapting your style of play in accordance to the opposition. Use your opponent's icon to your advantage. Check the team sheet and counteract it accordingly. Are your opponents playing five midfielders?



2 You may want to play a sweeper to defend the advancing runs which threaten to break your offside trap. When you're playing away from home, against the champions or form teams, play five at the back and field a counter attacking formation, this, in theory should minimise the goals against column and get your team the breakaway goal that you planned. However if you're a traditionalist, who believes in fielding your strongest team week in-week out, use the pre-season to work out your best side and the most effective team formation.

3 Also use the area of play ratings to analyse your opponents strengths in these departments... These are colour coded as follows: Red = Attackers; Yellow = Midfield; Blue = Defence; Green = Goalkeeper. These positions are rated out of a hundred, so try and select a team that will out-point your opponents in as many areas of the pitch as possible.



SQUAD FORMATION

Name	Rating	Position	Rest	Fitness
1. A. Tskadze	***	82		
2. J. Whitley	***	88		
3. T. Wynn	***	70		
4. G. Zayin	***	85		
5. G. Zayin	***	85		
6. G. Zayin	***	85		
7. G. Zayin	***	85		
8. G. Zayin	***	85		
9. G. Zayin	***	85		
10. G. Zayin	***	85		
11. G. Zayin	***	85		
12. G. Zayin	***	85		
13. G. Zayin	***	85		
14. G. Zayin	***	85		
15. G. Zayin	***	85		
16. G. Zayin	***	85		
17. G. Zayin	***	85		
18. G. Zayin	***	85		
19. G. Zayin	***	85		
20. G. Zayin	***	85		

1 This page allows you to organise how your team will play in the game. There aren't a lot of options so you have to make sure you pick the right one. For instance, if it's coming to the end of the season and your players are getting tired, you might want to change their tackling strength from

hard to medium, otherwise you risk injuries. Also available are changes in marking, attacking and game style.

TRANSFERS

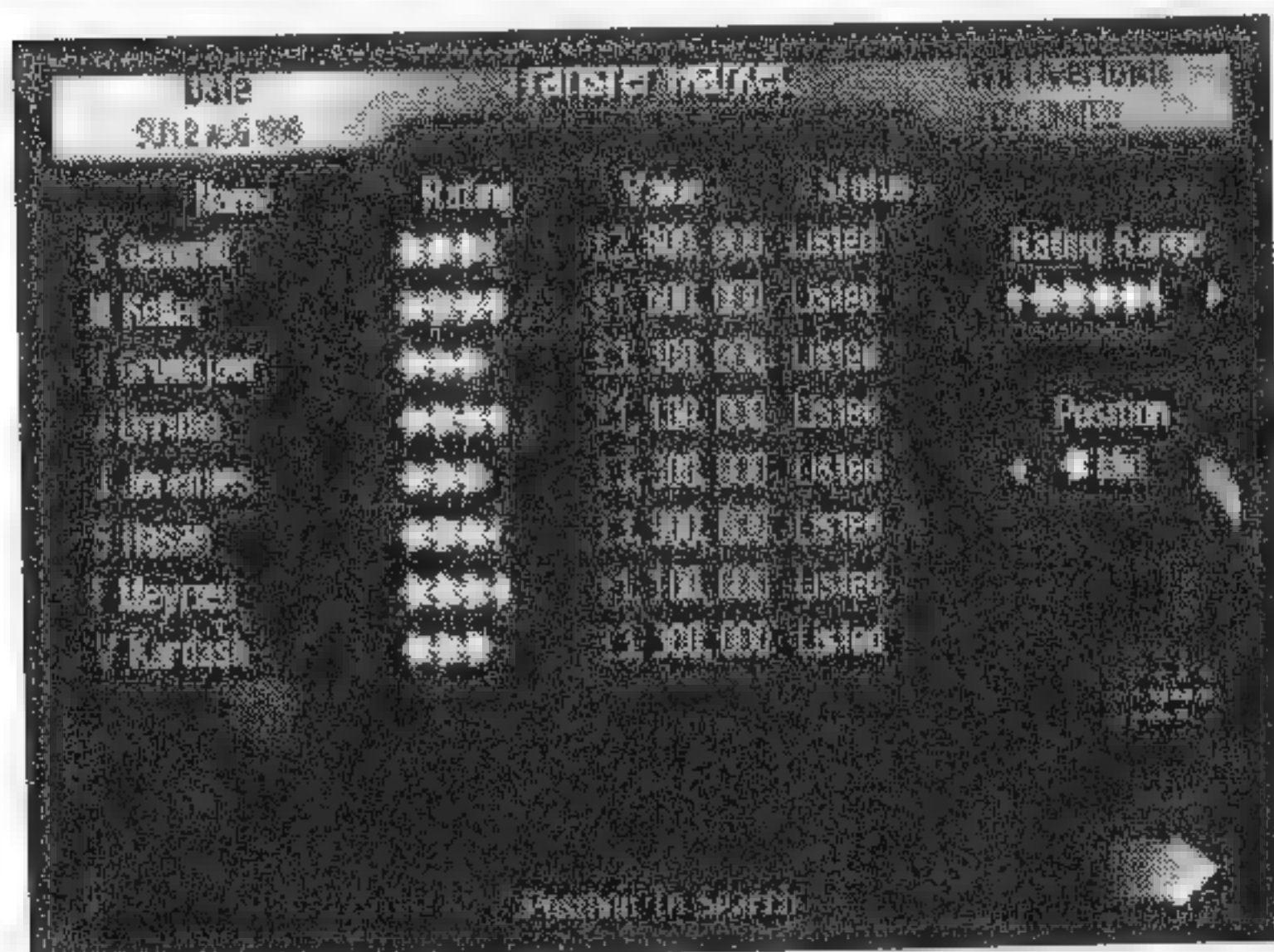
1 This could well be the most important bit of the game, particularly if you don't start off managing Manchester United or Liverpool.

On this screen, your first option is to take a look at the available players and see if there are any that fit your needs (to check out the different positions click on the relevant button on the right hand side). If you don't come up with anyone this way, go to the bottom left button to access all teams and their players. Here's a quick lesson in how to find the best players possible and still make a profit!

Name	Rating	Value	Status	Rating Range
1. SCORICA	***	23,500,000	Listed	(*****)
2. J. Whitley	***	150,000	Listed	(*****)
3. T. Wynn	***	1,000,000	Listed	(*****)
4. G. Zayin	***	1,000,000	Listed	(*****)
5. G. Zayin	***	1,000,000	Listed	(*****)
6. G. Zayin	***	1,000,000	Listed	(*****)
7. G. Zayin	***	1,000,000	Listed	(*****)
8. G. Zayin	***	1,000,000	Listed	(*****)
9. G. Zayin	***	1,000,000	Listed	(*****)
10. G. Zayin	***	1,000,000	Listed	(*****)
11. G. Zayin	***	1,000,000	Listed	(*****)
12. G. Zayin	***	1,000,000	Listed	(*****)
13. G. Zayin	***	1,000,000	Listed	(*****)
14. G. Zayin	***	1,000,000	Listed	(*****)
15. G. Zayin	***	1,000,000	Listed	(*****)
16. G. Zayin	***	1,000,000	Listed	(*****)
17. G. Zayin	***	1,000,000	Listed	(*****)
18. G. Zayin	***	1,000,000	Listed	(*****)
19. G. Zayin	***	1,000,000	Listed	(*****)
20. G. Zayin	***	1,000,000	Listed	(*****)

PREMIER MANAGER 64

2 The in-game database holds more than 10,000 players from all the main UK leagues and the top leagues of Europe. As you'd expect, all price ranges are represented, from top whack performers, such as Michael Owen and David Beckham, to bargain basement players such as Jeff Eckhardt and, well, hundreds of players you'll never even have heard of.

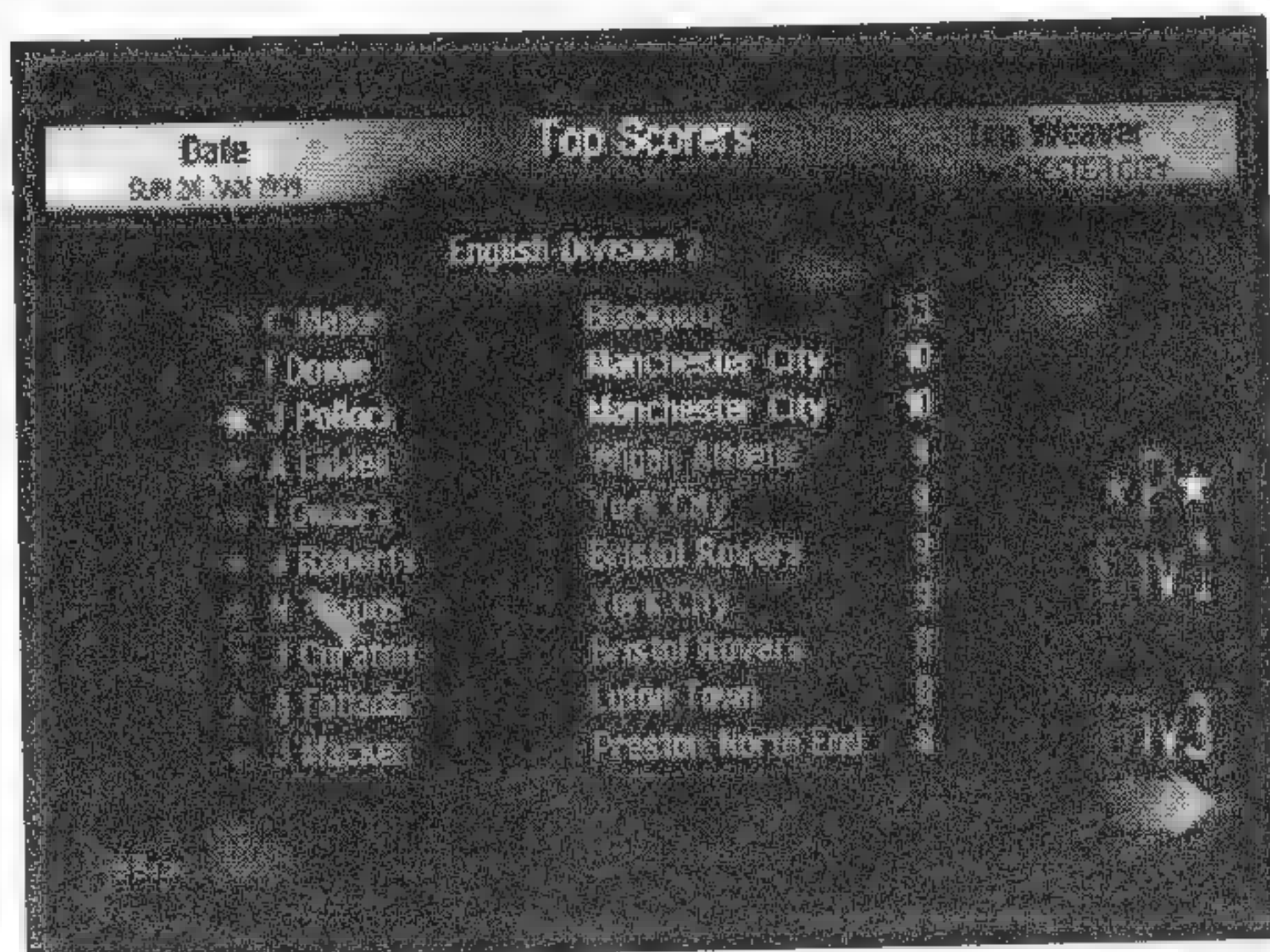


KNOW YOUR TARGETS

● The best way to get the most from this huge range of players is excessive use of your scouts. If you get the time, send them out to watch your targets to see exactly how they perform. Just remember, though, when you're

picking players off the transfer list you've got to act quickly; sending a scout out can be risky because by the time you've found out if they're worth making a bid for they'll have signed to another team. The scouts are best used for checking out younger players in lower league teams, or obscure foreign players. This might seem like a lot of time and effort, but dig up one hidden gem and you can earn millions from his sale a couple of seasons down the line.

● To help fine-tune the Scouting targets there are some very handy info screens 'Top Team' and 'Top Scorer'. It's pretty self-evident how these are used but, suffice to say, it would be foolish not to pay close attention to these pages. Otherwise, how would you notice that Richard Cresswell at York was banging in the goals and would be well worth the £1m Sheffield Wednesday paid for him on deadline day.



● The lower leagues are where the bargains are to be had... scan them. It's worth remembering that when you do pick a player from lower league obscurity, they'll be so keen to take a few steps up the ladder that they'll probably be open to a bit of negotiation during the contract stage.

● While the likes of Arsenal, Liverpool and Man United might not have too much trouble persuading superstar players to join their ranks, it might not be so easy for Sheffield United, Barnsley or Swindon.

SIGN YOUR TARGETS: TWO GOLDEN RULES

Name	Age	Value	Status
D. Batty	26	£1.2M	Unlocked
I. Durrant	27	£1.5M	Unlocked
A. Dorrance	28	£1.5M	Unlocked
S. Wender	27	£1.5M	Unlocked
S. Eadie	28	£1.5M	Unlocked
A. Murray	25	£1.5M	Unlocked
C. Fyfe	24	£1.5M	Unlocked
M. Hume	23	£1.5M	Unlocked
B. Eadie	25	£1.5M	Unlocked
D. McInnes	25	£1.5M	Unlocked

● To get the best player possible there are a couple of pointers which you have to learn first. The primary rule is that everyone has his price. It doesn't matter if you're trying to nick Andy Booth from Sheffield Wednesday or Andy Cole from Manchester United, offer the team enough money and they'll listen to you. Using

the excessive payment system rule we managed to get Alan Shearer and Ronaldo playing up front for the Blades. So just scroll through all the big teams and decide which player would look best in your latest kit.

● The second most important lesson is that the contract is King.

Basically, once you agree a price with the club you get the chance to barter with the player. The trick here is to offer at least ten percent more than he actually wants. Now combine this with a decent bonus scheme (you don't want to offer a centre half a goal scoring bonus, give him the car and house combo) and you'll be

Player	Age	Rating	Value	Offer	Contract	Bonus
I. Durrant	27	85%	£1.5M	£2.0M	2 Years	Goal Scoring
Wage	£1,200			£2,000		
Variation	£125,000					

PREMIER MANAGER 64

able to include him in your next squad. Now, this might seem like a strange way to go about things but the amount we're talking about is negligible when it comes to getting the player you want in the team.

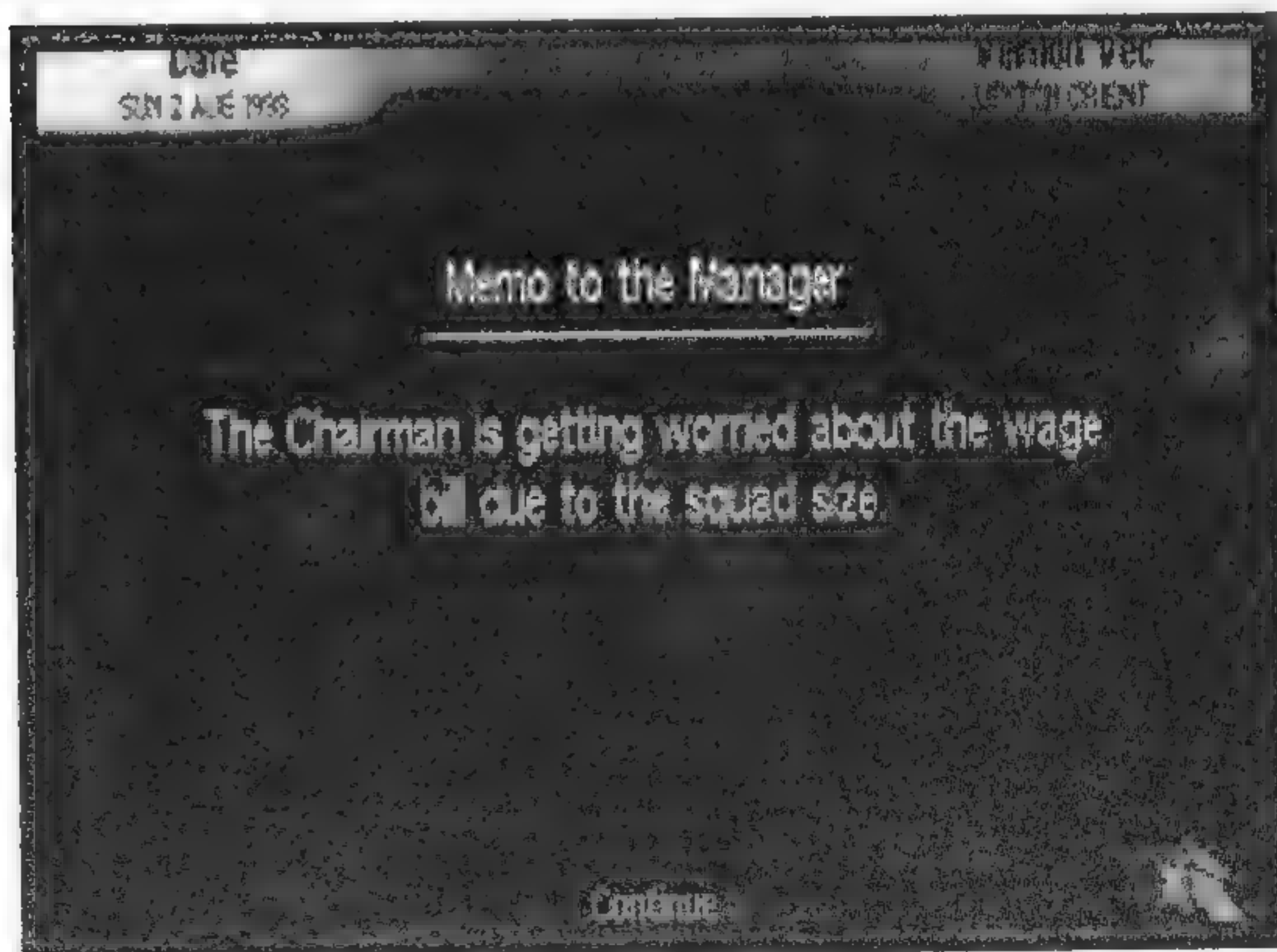
● The get-out clause is another bonus worth offering a superstar; it means they're not tied to you if the unthinkable should happen. The house and car combo can also be used to entice foreign players, while the goal-scoring bonus is perfect for signing the likes of Alan Shearer. Oh, and don't forget that the older players like a bit of security so if they're worth it give them a decent length contract. We took a risk with Karl Heinz Riedler and gave him a three-year contract... this worked a treat as his massive goal tally helped take Sheffield United straight into the Premier League.

THE CHAIRMAN... AND HOW TO GET ROUND HIM

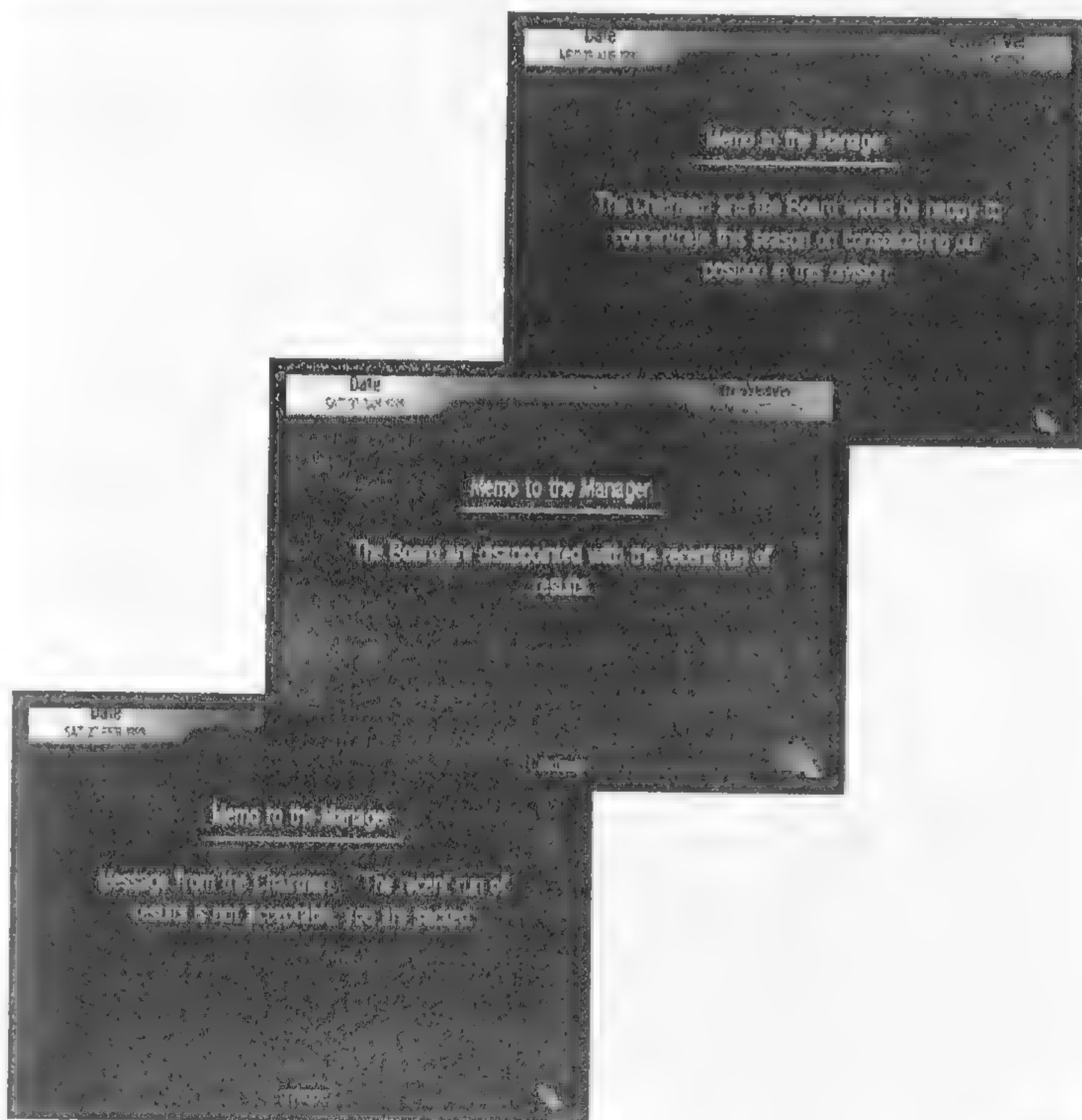
● There is one obstacle you might stumble across when you try to sign a player... the Chairman. Now this cigar-chewing, camel-coat wearing fat boy can be a good friend to you when you're selling players but as soon as you try to spend his money his fists suddenly get a tad bit tighter. The best way to alleviate this is to snap up Bosman players (they're free you see), play them for a few games, then sell them on for a few million. This is surprisingly easy to do, so watch out for the big

names on frees at the start of the season and offer them foolishly big contracts.

When it comes to selling them, drop their price by £200,000 and teams will be knocking at your door to give you money.



● Also, when the chairman tells you to keep a balanced squad this is the computer's way of keeping you on the straight and narrow... you'll be surprised how easy it is to sell a player and not realise you haven't got cover for the injured right back. And when you try to buy a player and the computer tells you to watch the wages bill this means you'll not be able to buy someone until you off-load another player. The quickest way to do this is to find the cheapest player you've got and give him a free transfer. It might take a few weeks but you will be able to fob him off to a lesser team and slide in the superstar. And, finally, when you keep getting messages telling you about the size of the team, think about selling some players; this is a sure sign that the chairman is getting frustrated and starting to have doubts about you.



FINANCE

Date		Finances		Jim Weaver	
Sun 17 Jan 1993				£100,000	
Income		Expenditure			
Player Sales	20	Player Purchases	£430,000		
Gate Receipts	£5,803,395	Player Wages	£1,857,400		
Sponsorship	£150,100	Ground Improvements	£125,000		
Total	£6,053,495	Total	£2,412,400		
		Cash	£4,029,595		
Next Match Win Bonus	£100	Per Player			
Ticket Price	£15				

1 This might seem like the duller bit of the game but get this wrong and you'll never win a championship medal. If the chairman doesn't think he's getting enough money through the turnstiles he'll stop you buying players or offering them a decent

wage. Now, do you see how important it is? Here's a quick look at the Finance office and a few words about how to get the best out of all of them.

THE WIN BONUS

● First lesson: don't be too generous. This is a carrot and stick method which should be used fleetingly to get the best out of your players. It's a motivation tool so use it as such. For instance, first division Sheffield United are set to play last year's English champions, Arsenal, in the FA Cup. Now, any footballer worth their salt would be up for this game so you don't really need to offer them a huge amount as a win incentive (but don't forget to give them a token gesture). But then, put Leeds against Carlisle and you might have to offer up some big incentive before the Yorkshire lads make any effort. In general stick to cup games and must-wins before dishing out the cash. Remember, if you offer too much money on too many occasions the players will become demotivated, thinking of the bonus as a right, rather than as a special extra.

Date		Sponsors and Improvements		Jim Weaver	
Sun 17 Jan 1993				£100,000	
		Sponsors	£490,000		
			12 Months		
		Facilities	£250,000		
		Time 6 Months			
		Capacity	12,147		
		Cost			

TICKET PRICES

● Ah, the bane of football fans' lives. The change in prices over the last decade has been incredible. Let us illustrate this. Ten years ago, when Arsenal won the championship at

Date		Frances		Date	
Sun 2 Aug 1998		1998/99		Sun 2 Aug 1998	
Income		Expenditure			
Player Sales	£0	Player Purchases	£0		
Gate Receipts	£262,432	Player Wages	£387,500		
Sponsorship	£0	Ground Improvements	£0		
Total	<u>£262,432</u>	Total	<u>£387,500</u>		
		Cash	£6,309,832		
Next Match Win Bonus	£2,500	Per Player			
Ticket Price	£35				
Sponsors and Improvements					

Liverpool, a ticket for the game cost £3.50. Go and see the same game this season and you can pay anything from £16 to £40. IN ten years. This said, without increasing ticket prices English football wouldn't have become what it is now. Some of you may think this is a bad thing but we wouldn't have the likes of Bergkamp, Di Matteo and Zola plying their trade without the increases. Speech over. You need to strike a balance with your ticket pricing policy. Charge too much and the fans will stay away, charge too little and the club will operate at a loss. Offer concessions for the fans to come for League cup matches, then reduce the prices so you can draw the biggest gate possible for minor games. We found reducing the price when the team was doing pretty well worked, as more people came to the match. As the team reached for the top of the league we pumped up the price by £2 but the attendance stayed very similar.

GROUND WORK

● When commissioning ground development work (facilities or new stands) make sure you do it at a time when the income losses will be at a minimum, ie you're not ripping out stands when there could be punters sat in them. Start work towards the end of the season or during the summer when the ground is out of action. This means more work can be done without distraction. Also if you're certain to win promotion increase your ground capacity as soon as possible, making sure it is ready for the sure-fire attendance boom of the forthcoming season.

SPONSORS

● Get your sponsorship deals sewn up quickly so you have income rolling in as soon as the season has kicked off. Try to get the longest one possible. It might not work out the best deal at the time but you never know how your fortunes will go so you may not have the same 'bankability' as at the start of the season.

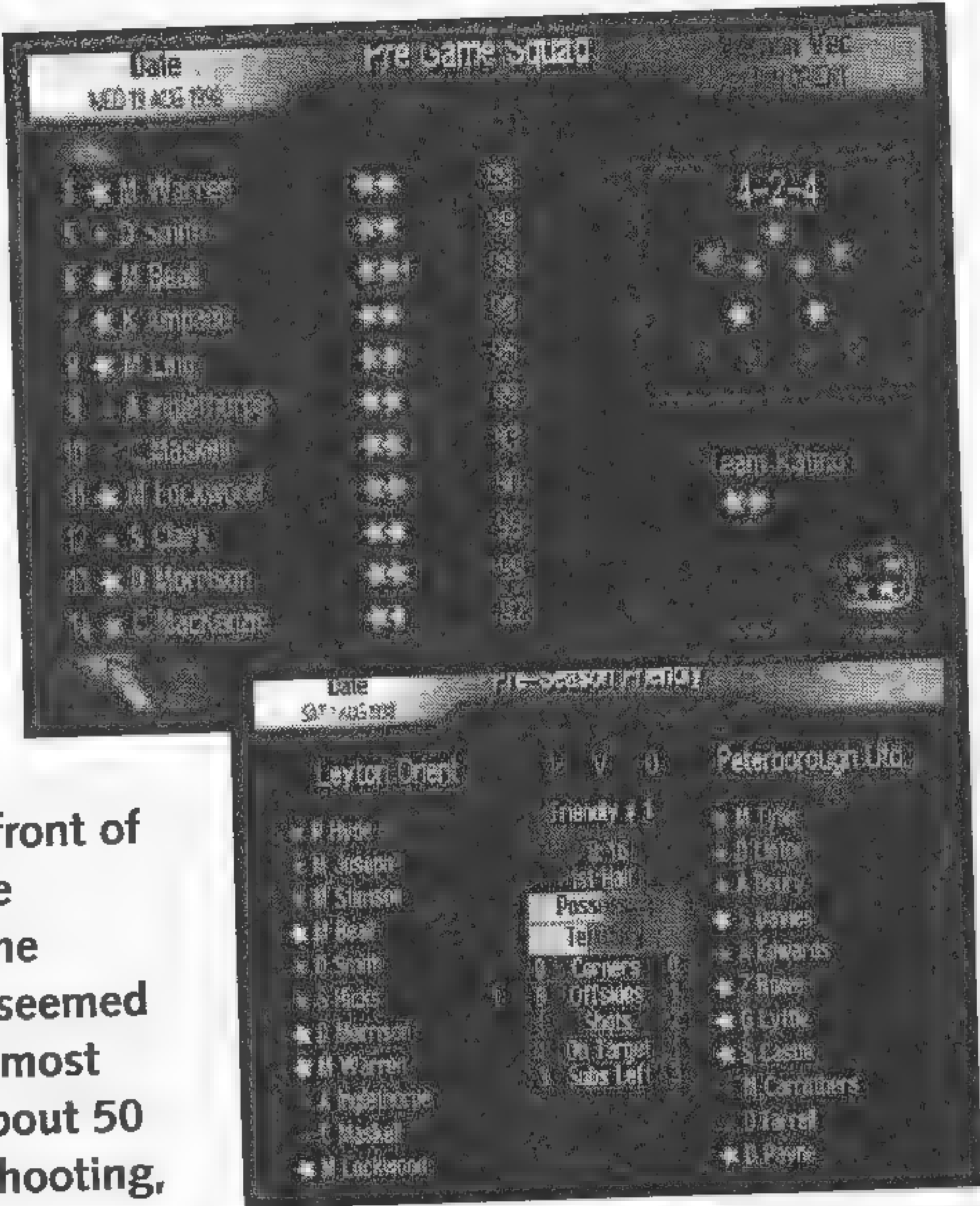
OVERDRAFT

● An obvious tip this one but if you do get into the red with the bank manager try to earn enough money to pay it off quickly or the chairman will sack you.

SQUAD PAGES

TRAINING

● It's all rather simple really. You've got 20 points (cunningly disguised as footballs) to spread about: various skills from heading and shooting, penalties and free kicks. They don't come up too often but it's certainly worth putting some emphasis on penalties. In the many hours we spent in front of the TV trying to put these together we never saw one scored. Every single one seemed to trickle past the post almost apologetically. We put about 50 per cent of the time on shooting, 25 per cent on free kicks and spread the remainders around liberally.



STATISTICS

● Unlike its PC counterpart the N64 version of *Premier Manager* only has a few of the most important stats you'll need during a game, things like stamina, pace and control. The annoying thing about the stats page is the lack of info for any foreign players you might want to buy.

PENALTY POINTS

● This screen gives you the chance to look at your players and work out their temperaments. It might not sound like a lot but you'll really be in the mire if you get a player sent off – imagine this happening in the middle of a cup semi final...

INJURIES

● Fortunately these don't occur half as often as they do in real-life, so there's little chance of you ever having the excuse of injuries ruining your team. When you are unlucky enough to have a couple of injuries, this screen tells you the nature of the problem and how long recovery will take.

CONTRACTS

● Here you get a look at the state of the contracts of your teams, with this first screen showing you who's transfer listed, how much your players are earning and how long is left on their contract. If you want to have a look at a player in more depth, clicking on their name will take you to their special screen where you can offer them new contracts, list them for transfer or take them off the transfer list.

MEMORY CARD

● Before you start playing *Premier Manager 64* make sure you have a completely empty memory card or you'll be right up the creek when it comes to saving your games. And another thing – it takes absolutely ages to write a saved file to the memory card.

OPTIONS

● Like every version before it, the N64 cart has got some of the

PREMIER MANAGER 64

cheesiest in-game music we've ever heard. Fortunately the nasty fault of not being able to turn down the music has been changed for this version so you can now, gratefully, slide the music volume down all the way to zero.

PLAYING A GAME

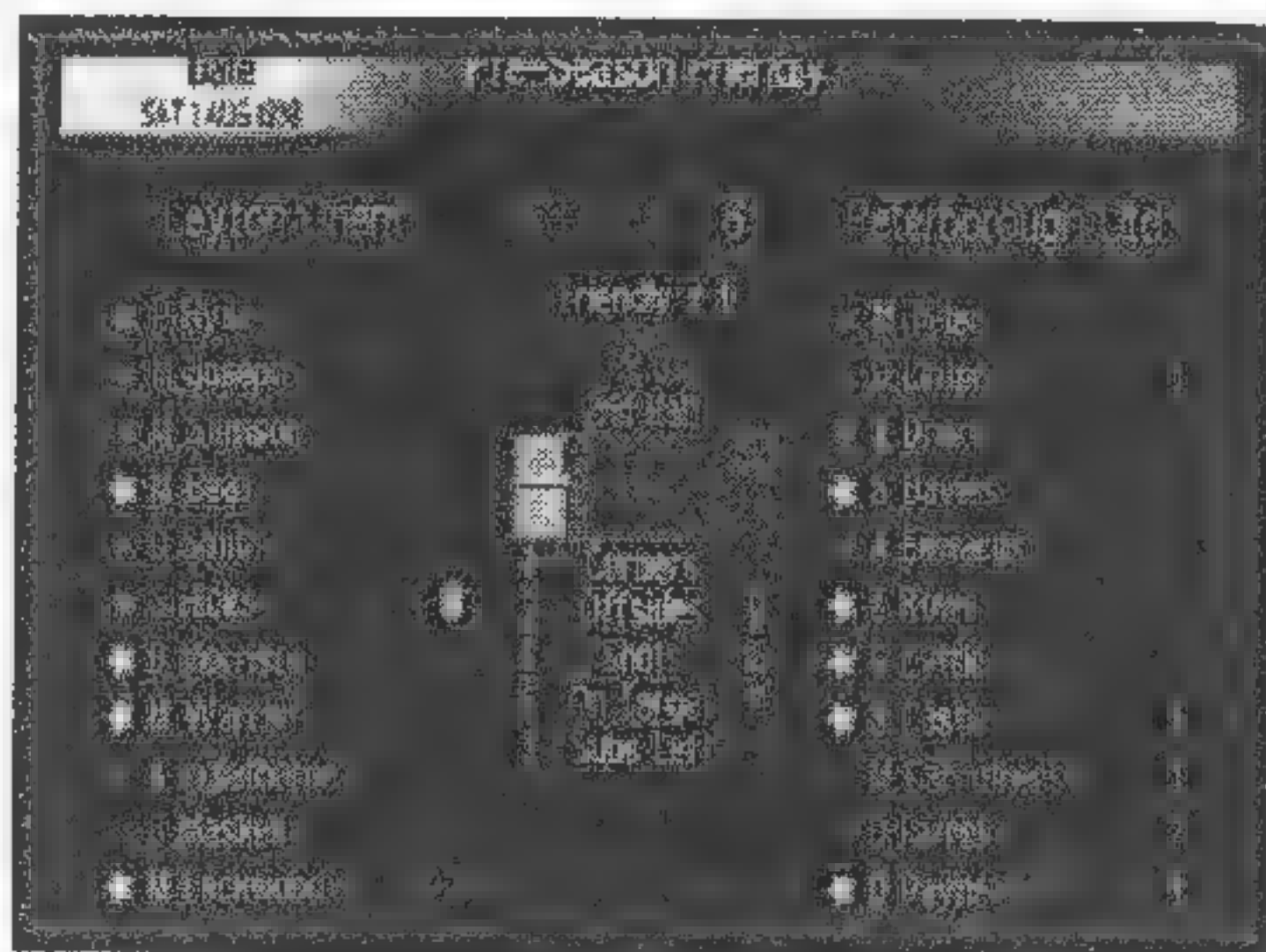
1 To skip to the action, click on the ball in the middle to advance through the week. If anything of interest occurs, for instance a player agrees to sign, the Nintendo lets you know before the match starts, otherwise you go straight to the next match. Once here you get three Squad Formation options to get through the match.

CHANGE SQUAD AND FORMATION

● *Premier Manager 64* is programmed to automatically choose the best side possible. Unfortunately this is decided on who is the fittest, so you could end up with an exceptionally fit donkey forcing a slightly jaded Baggio out of the team. When this happens click on this button to shift around the team and formation. You know your own team so always check it out. Just remember to change formation first – changing it afterwards automatically re-selects the best team. There's also another chance to change your team's tactics if you have sorted them already.

GO TO GAME SCREEN

● This takes you straight to the in-game screen where you can watch the game via the statistics screen. It might not be the most exciting screen but it does give you the chance to alter your team at any point during the game. If your team changes by injury, or a sending off, the screen shifts to the change squad screen, giving you a chance to repair any damage with a quick substitution or a change of tactics. This way it'll stop the game when you go out to get a cup of tea.



WATCH HIGHLIGHTS

● If the team selected by the computer coincides with the one you'd pick you can go straight to the highlights screen and watch the game courtesy of the *Actua Soccer* game engine. This gives the game much more of an edge, and it's a lot of fun, but bear in mind that you can't change the result in any way, be it with substitutions or tactics; the result is already set in stone. The highlights are nice to watch but far too risky to use too often. We reckon you're better off using this mode only when you're playing in a game you're confident you can win by three or four goals. Any team against Northampton is a good bet.

KEVIN KEEGAN'S DO'S & DON'TS

To make sure the game plays as authentically as possible, Gremlin turned to current England Coach, Kevin Keegan, for his words of wisdom. Here then, is KK's simple guide to management.

KEV'S DO'S

● **KEEP PLAYERS HAPPY & CONTENT**

The easiest way to do this is slowly increase their contracts when they're doing well. And make sure you give them incentives to win the game. And don't forget to keep them in your team.

● **BUILD A STRONG DEEP SQUAD QUALITY IN EVERY POSITION**

Quality in every position is the key rule to remember here. The best bet is to spend a lot of money on a good player and spend a moderate amount on your second string. Don't scrimp on those reserves; a long season can easily take out a few players, requiring you to rely on the cheaper blokes. Imagine how much damage a dodgy 'keeper could do to your challenge.

PREMIER MANAGER 64

● PREPARE YOUR SQUAD THOROUGHLY FOR ALL GAMES

Preparation is vital. If your team have been missing goals as a result of their own mistakes (you'll have to watch a few games to notice this) then switch their training system to cover more skill than strength. You don't have to do this for all the players, just the ones that are failing week in, week out. If this doesn't work, off-load the weaker links to a smaller club and start again.

● KNOW YOUR OPPOSITION

There's a good opposition page where you can find out exactly how the next team you're up against plays. Good things to check out are the leading goal scorers; find out which side they play, then put your best defender on the same side. And don't forget to take a look at their defence. If there are holes, put three forwards up there to score as many goals as possible. Alternatively, they could have great attackers but a soft defence. For this set-up you could play five at the back, four in the middle and a lone striker up front.

KEV'S DON'TS

● DON'T ALIENATE PLAYERS IN THE SQUAD

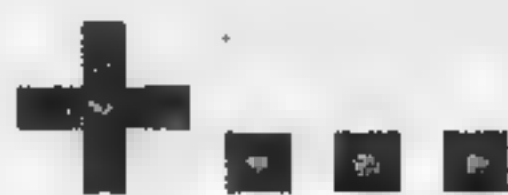
Playing the same team week in, week out will give you a good level of stability but it'll also prove frustrating for those players left sat on the subs bench for months on end. This is bad enough if your team is full of local lads but there's absolutely no way a superstar will sit there quietly without getting a few games. And remember, just sticking him on for one game isn't going to keep him happy.

● DON'T LET PLAYERS DICTATE WAGES

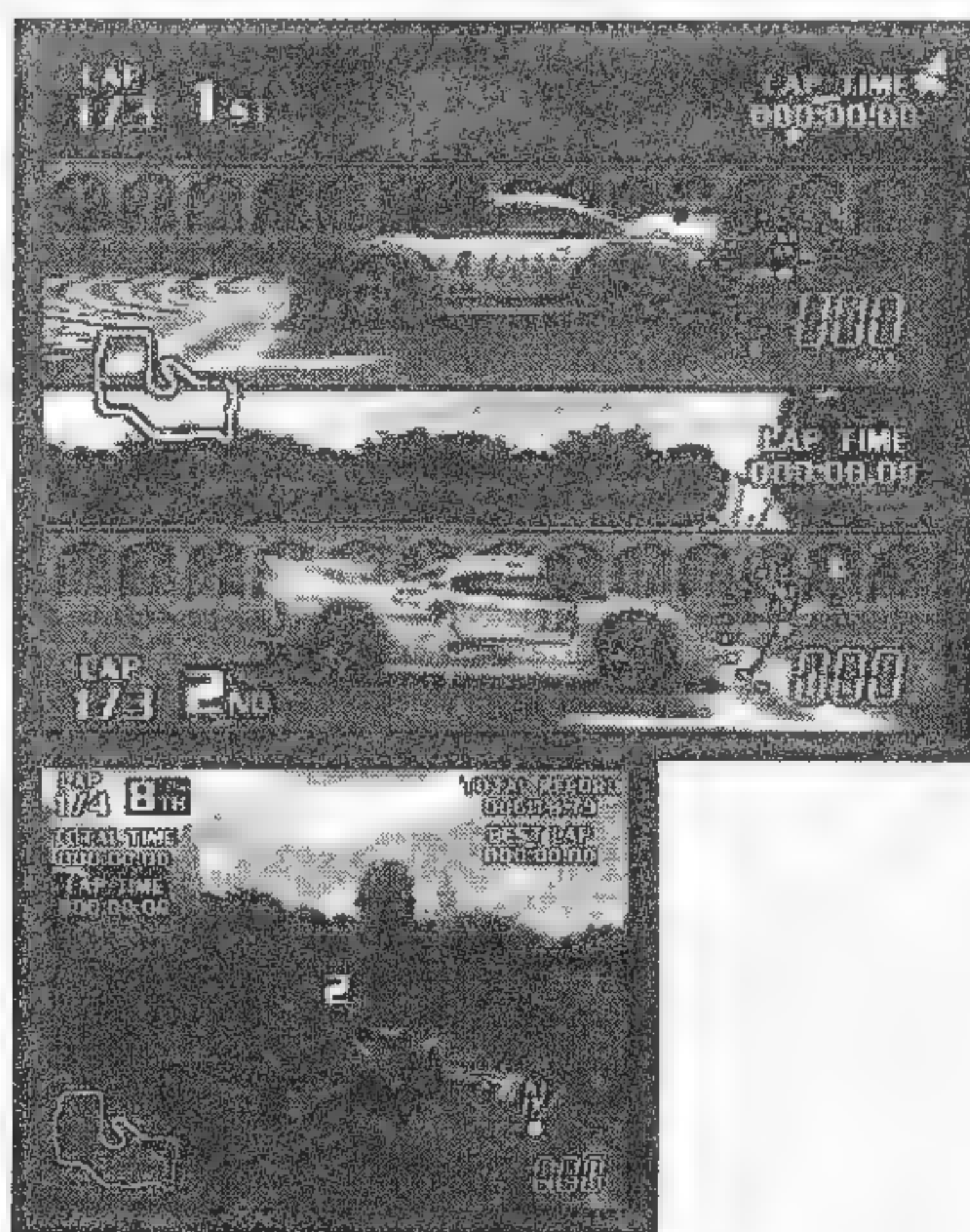
When your negotiating with a new player try and offer him what he wants. This is by far the quickest way to add him to your roster. This rule is slightly different for players who you're buying to build up the reserves. You should be very strict about what you offer them, after all, they should be grateful to sign for you.

● DON'T ALIENATE THE FANS

Unless you're prepared to have your lads playing every weekend of the year you need to keep ticket prices at a sensible level. You could try dropping the rates for the unpopular games (try £2) then push it up by three quid for the big games. It's worth a try.



WORLD DRIVER CHAMPIONSHIP



CHANGE CAR COLOURS

To change you car's colour, hold Z when selecting it.

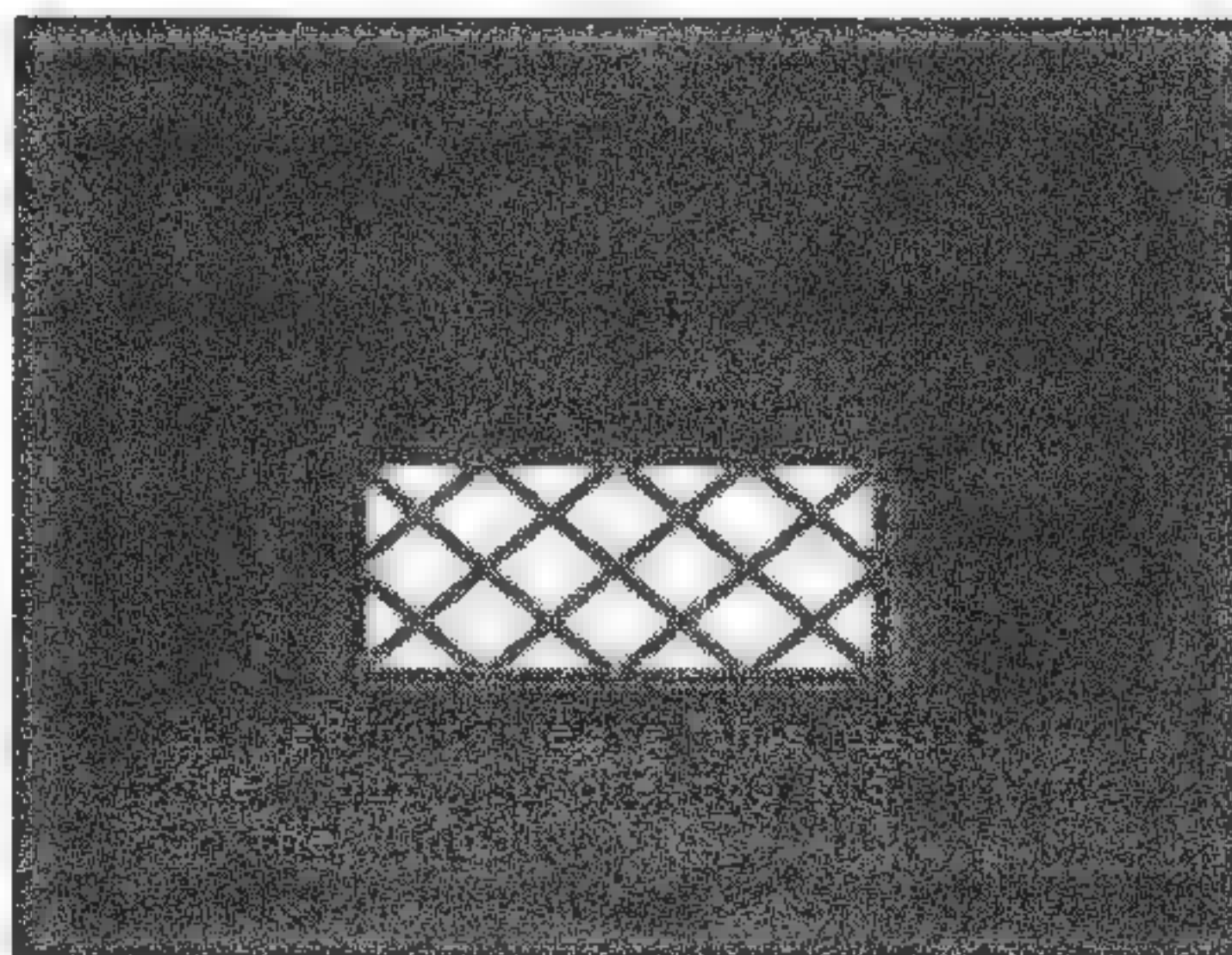
BRIGHT PINK CARS

To change all the cars to a lovely bright pink, enter your name as IGN64.

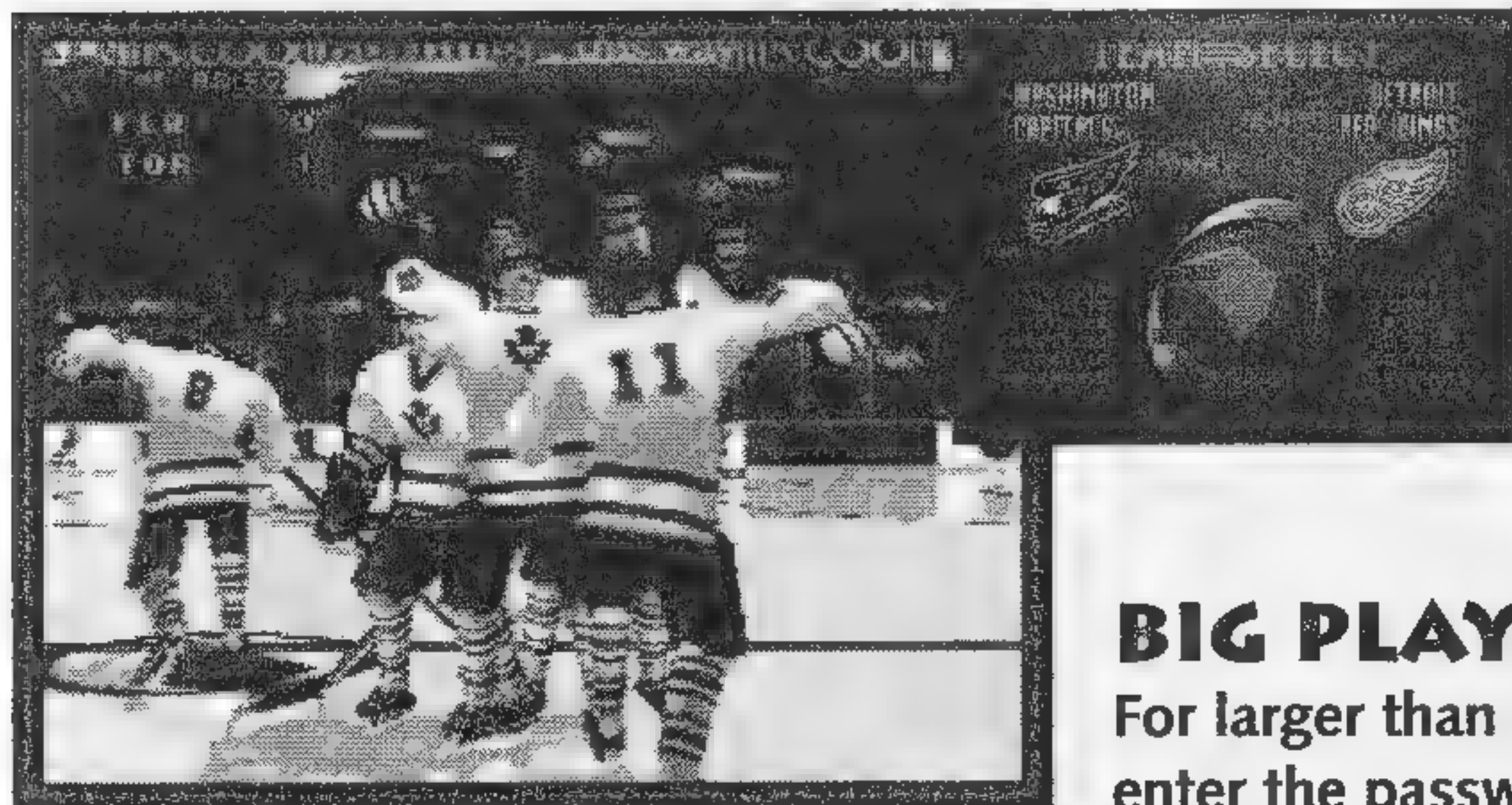
SHADOWGATE

EASY MAZE

When in the Inner Chamber (Tower 2), take all three rings red, blue, and green. When you get to the maze that mixes up the controls, equip the blue ring and your controls will return to normal. You can now move through the maze as normal. Remember to de-equip the blue ring once you leave.



NHL PRO '99



BIG HEADS

For players with big heads, enter the password BRAINY.

BIG PLAYERS

For larger than normal players, enter the password BIGBIG.

CAMERAS IN THE CROWD

To add camera flashes to the crowd scenes, enter the password FLASH.

FASTER GAMEPLAY

To speed up the game, enter the password FAST.

For more speed, enter the password FASTER.

GOAL SOUNDS

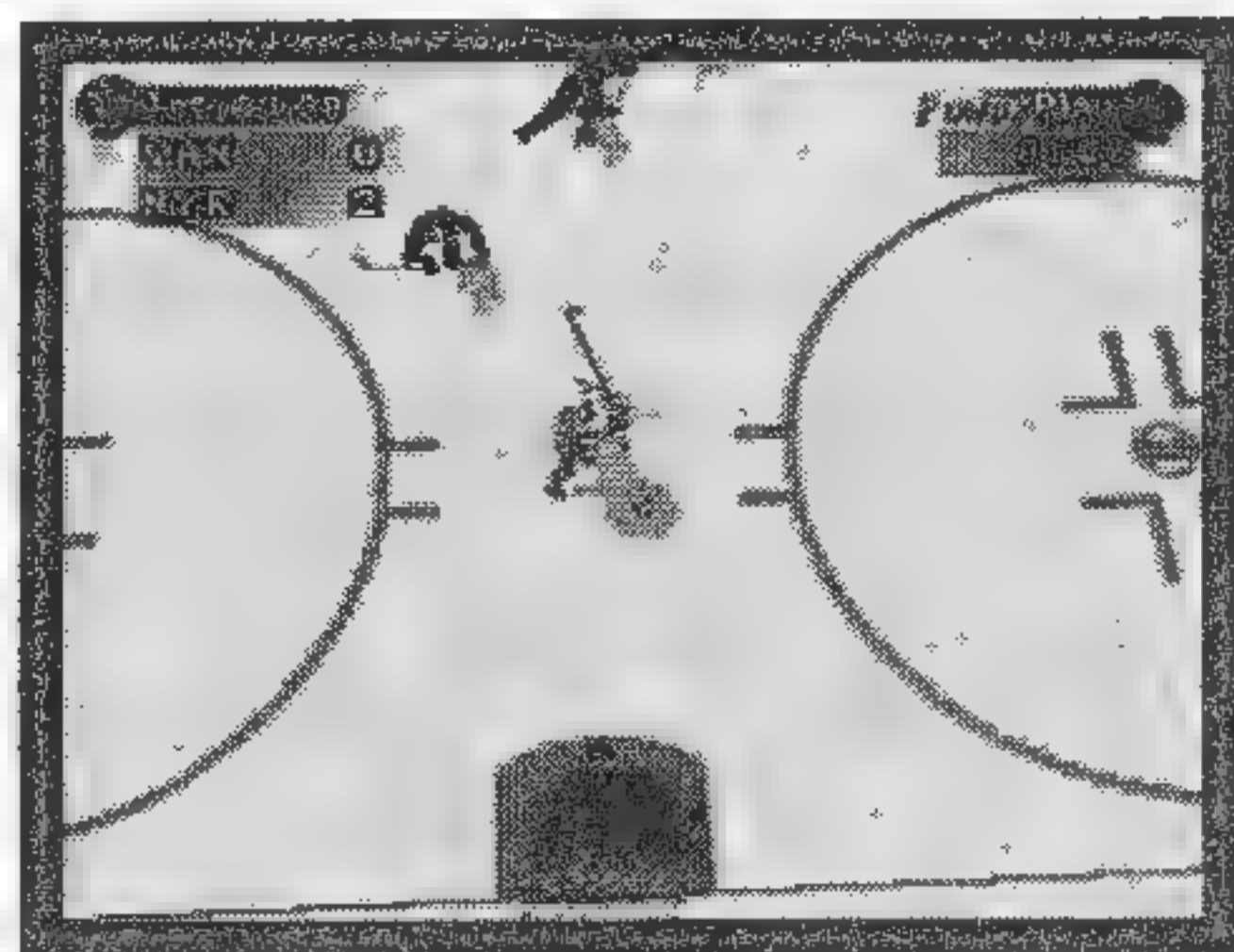
After scoring a goal you can make a variety of sounds. When the instant replay starts, hit Z. Keep hitting it until you hear the sound you like and then hold the button. This also causes your opponent's rumble pak to rumble continuously.

HARDER TACKLING

Enter "CHECK" as a password at the password screen.

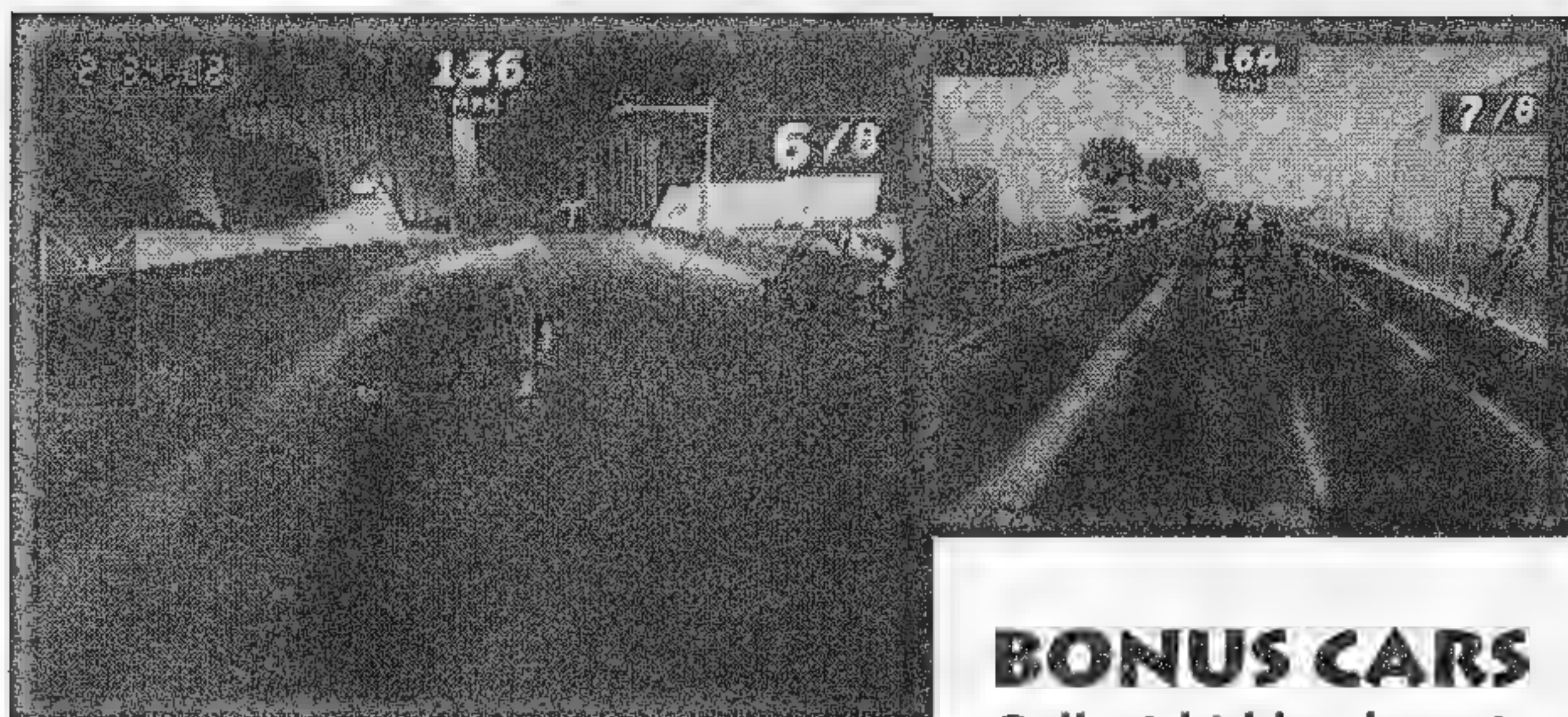
NO GOALIES

For an easier game, enter the password PULLED. (This affects you as well as your opponent.)



SAN FRANCISCO RUSH II

SAN FRANCISCO RUSH II



BONUS CARS

Collect hidden keys to activate

San Fran Rush II's secret cars. Each set of three keys will earn you one of the following: Taxi, Hot Rod, Formula 1, Prototype

(NB: You need all 12 keys to unlock the Prototype.)

MOUNTAIN DEW RACER

Collect all four Mountain Dew cans and you'll unlock the Mountain Dew Racer.

CHEAT MENU

To access the cheat menu, go to the Setup screen and hold L + R + Z. While still holding them



SAN FRANCISCO RUSH II



press all four of the C buttons. If done correctly a CHEATS menu should appear under the AUDIO option. To access the codes in the cheat menu simply put the cursor on the code you want to access then enter one of the codes below:

BURNING WRECK

Hold Top-C and press Z, Z, Z, Z.

MASSIVE MASS

Hold L and R and press Top-C, Bottom-C, Left-C, Right-C.

KILLER RATS

Hold L and R and press Z, Z, Z, Z.

NEW YORK CABS

Press R, L, Z, Top-C, Bottom-C, Top-C.

RESURRECT IN PLACE

Hold Z and Left-C and press Right-C, then hold Z and Right-C and press Left-C.

FRAME SCALE

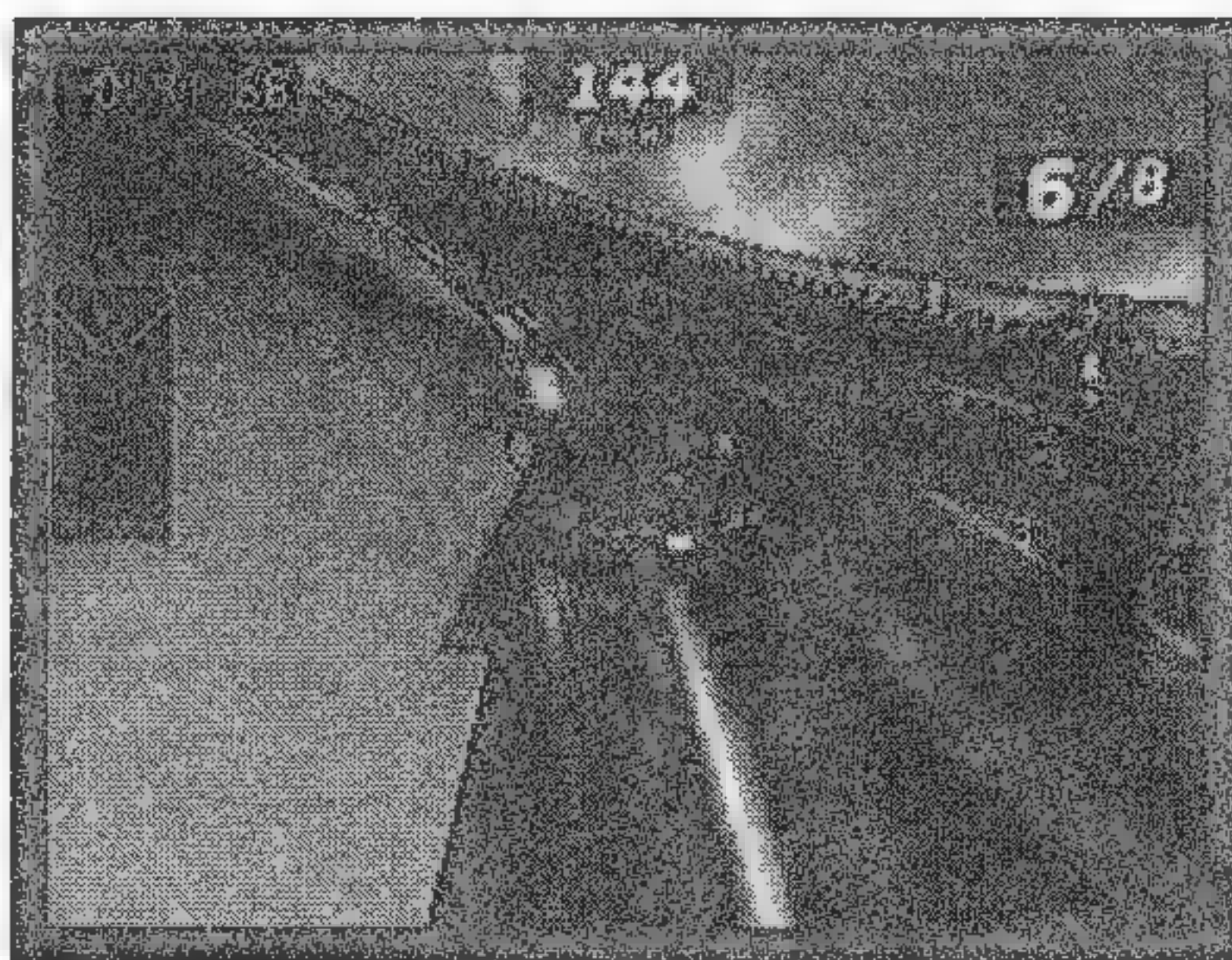
Hold Z and Bottom-C and press Top-C, then hold Z and Top-C and press Bottom-C.

TYRE SCALING

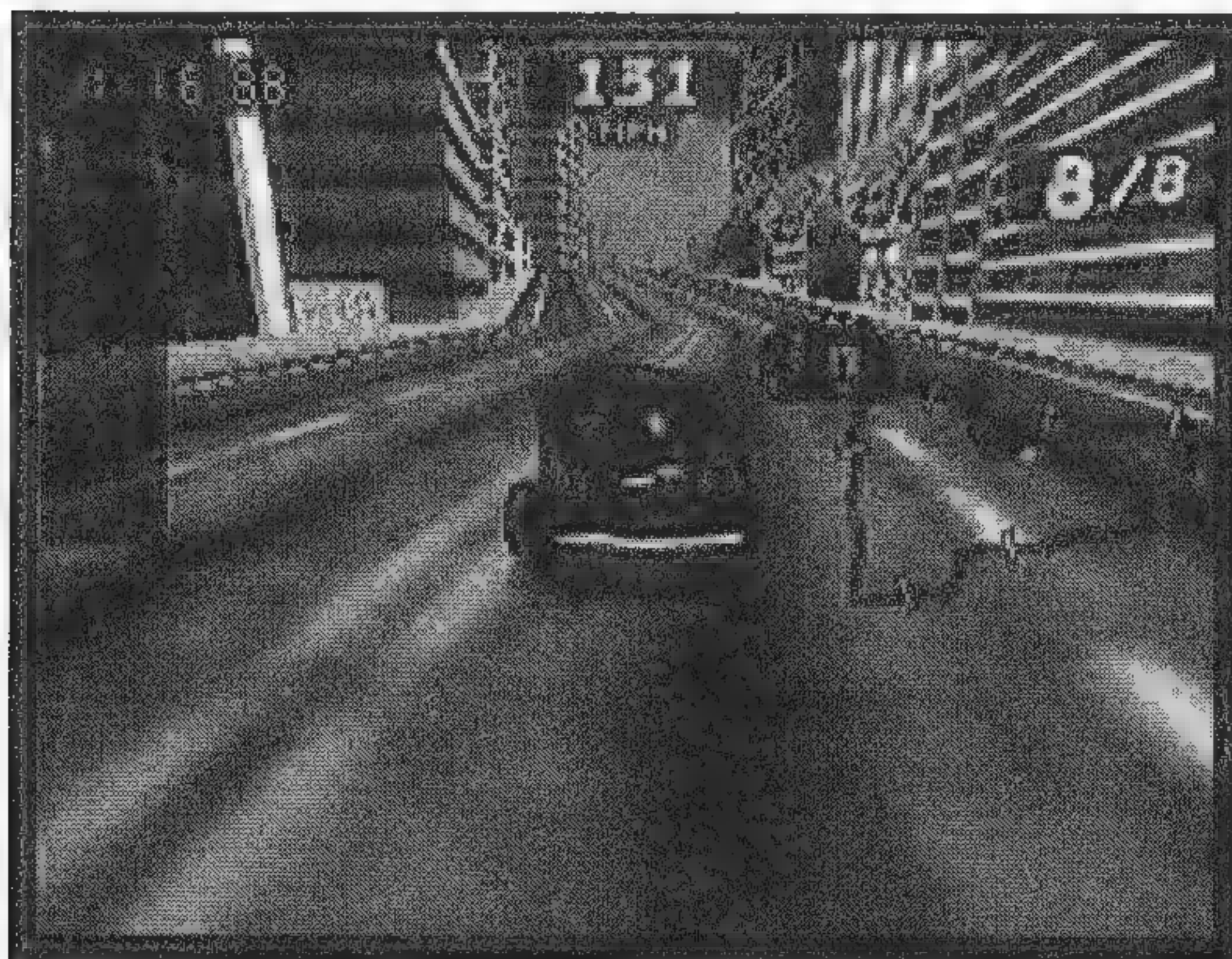
Hold Z and Left-C and press Right-C, then hold Z and Right-C and press Left-C.

AUTO-ABORT

Quickly press Top-C four times.



SAN FRANCISCO RUSH II



GAME TIMER

Hold Z and Bottom-C, press Top-C, then hold Z and Top-C and press Bottom-C.

GRAVITY

Hold Z, and press Left-C, Top-C, Right-C, Bottom-C three times.

CAR COLLISIONS

Hold L and R, and press Left-C, Top-C, Right-C, Bottom-C.

CONE MINES

Hold Z, and tap L and R four times.

CAR MINES

Tap Z and Top-C, then Right-C, Bottom-C, Left-C six times.

TRACK ORIENTATION

Hold L and R, and press Top-C, Right-C, Bottom-C, Left-C four times.

SUPER SPEED

Hold L and R and press Top-C, Bottom-C, Left-C, Right-C.



INSIDE-OUT CAR

Hold Right-C and Bottom-C, and press L, R, Z.

DAMAGE

Press R, Bottom C, L twice.

INVINCIBILITY

Press L, Top-C, R twice.

INVISIBLE CAR

Hold L and R, and press Top-C, Bottom-C five times.

INVISIBLE TRACK

Hold L and R, and press Bottom-C, Top-C five times.

BRAKES

Hold Top-C and Right-C, and press Z three times.

SUPER TYRES

Hold L and R, and press Top-C, Right-C, Bottom-C, Left-C twice.

SUICIDE MODE

Hold Z, and press Bottom-C, Left-C, Top-C, Right-C twice

FOG COLOR

Hold Z, and press Left-C, Top-C, Right C, and Bottom-C three times.

STUNT MODE

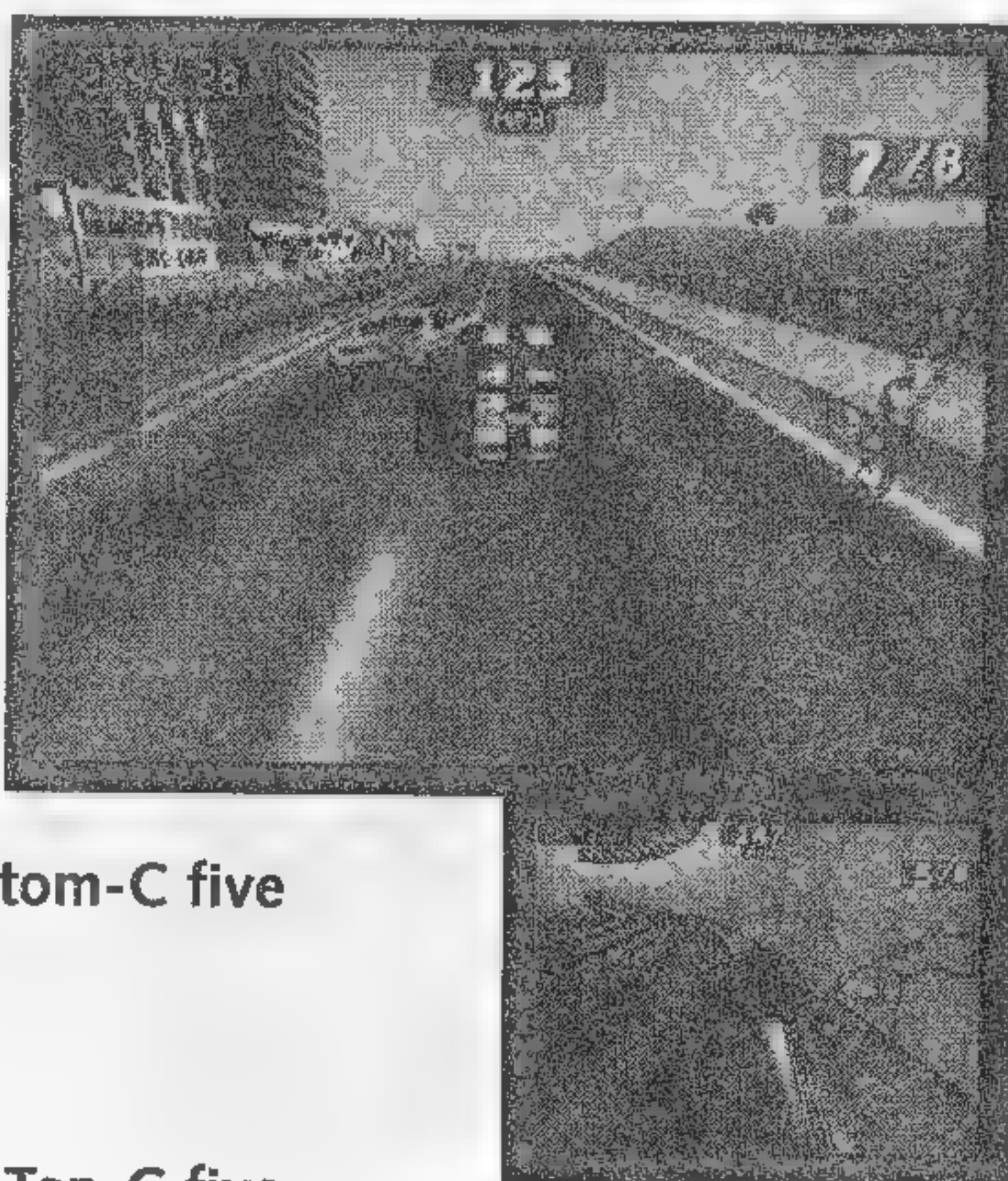
Hold all four C buttons and press R, A, Z, L

EXTREME MIRROR MODE

To get the Extreme Mirror Mode, go to Options, highlight Mirror, hold all C buttons then press Left or Right to find 'Extreme Mirror' mode.

INVISIBLE CAR

At the car selection screen press Up, Down, Z, Left, Right, Z, Right, Left, Z + Down, Up, Z. You should see a video of the car driving with only four tyres showing.



F1 WORLD GRAND PRIX



ALL CHALLENGES

To get access to all the challenges without having to win any, highlight Driver Williams and change his name to Driver Pandora. Now select Challenge as your mode and enter file 4. You should now have access to all the challenges including the ultimate one.

CAR GALLERY

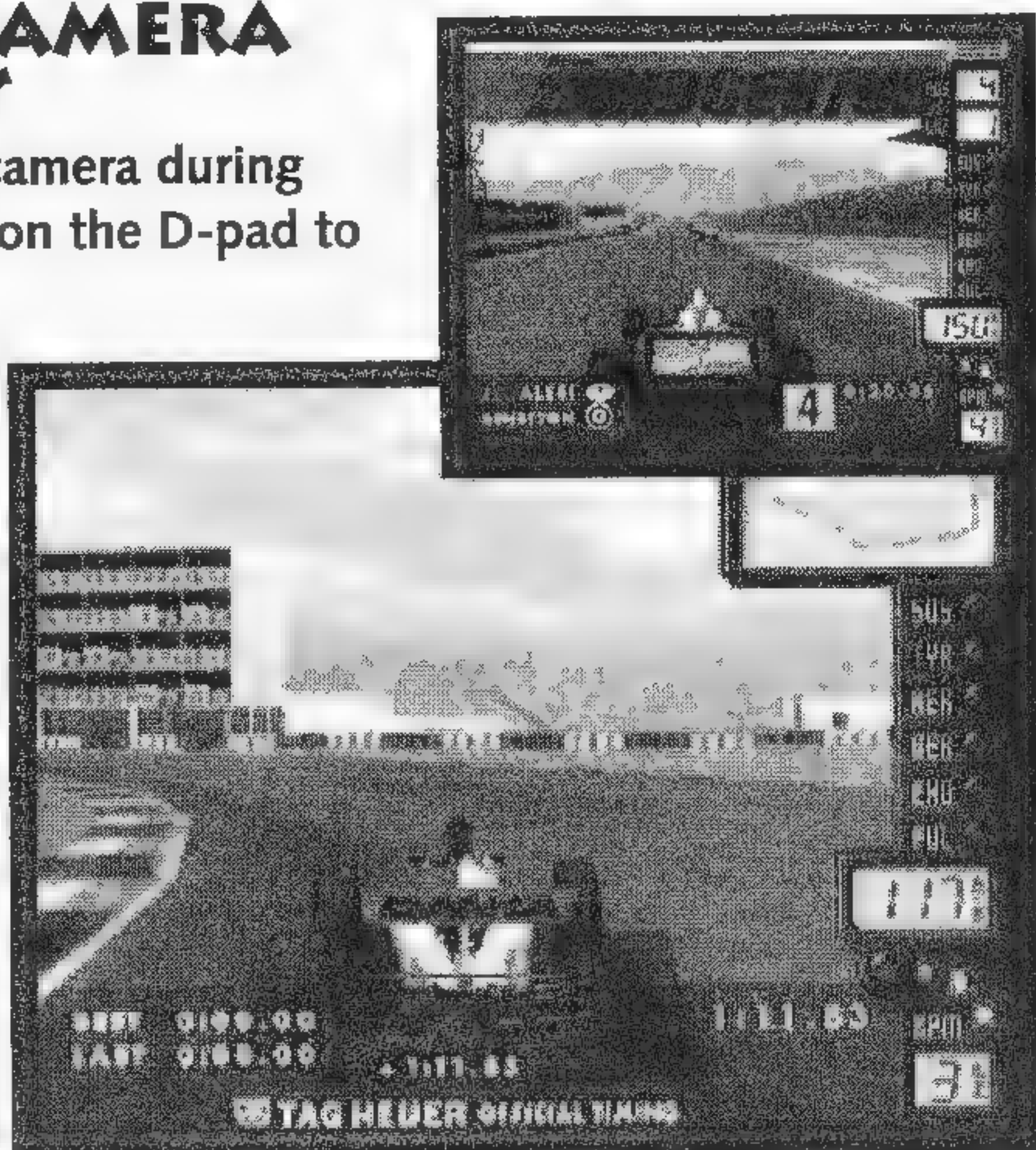
Go into Exhibition mode and select Driver Williams. Use the analogue to edit his name to Museum and a new Gallery option will appear.

CONTROL THE CAMERA DURING REPLAY

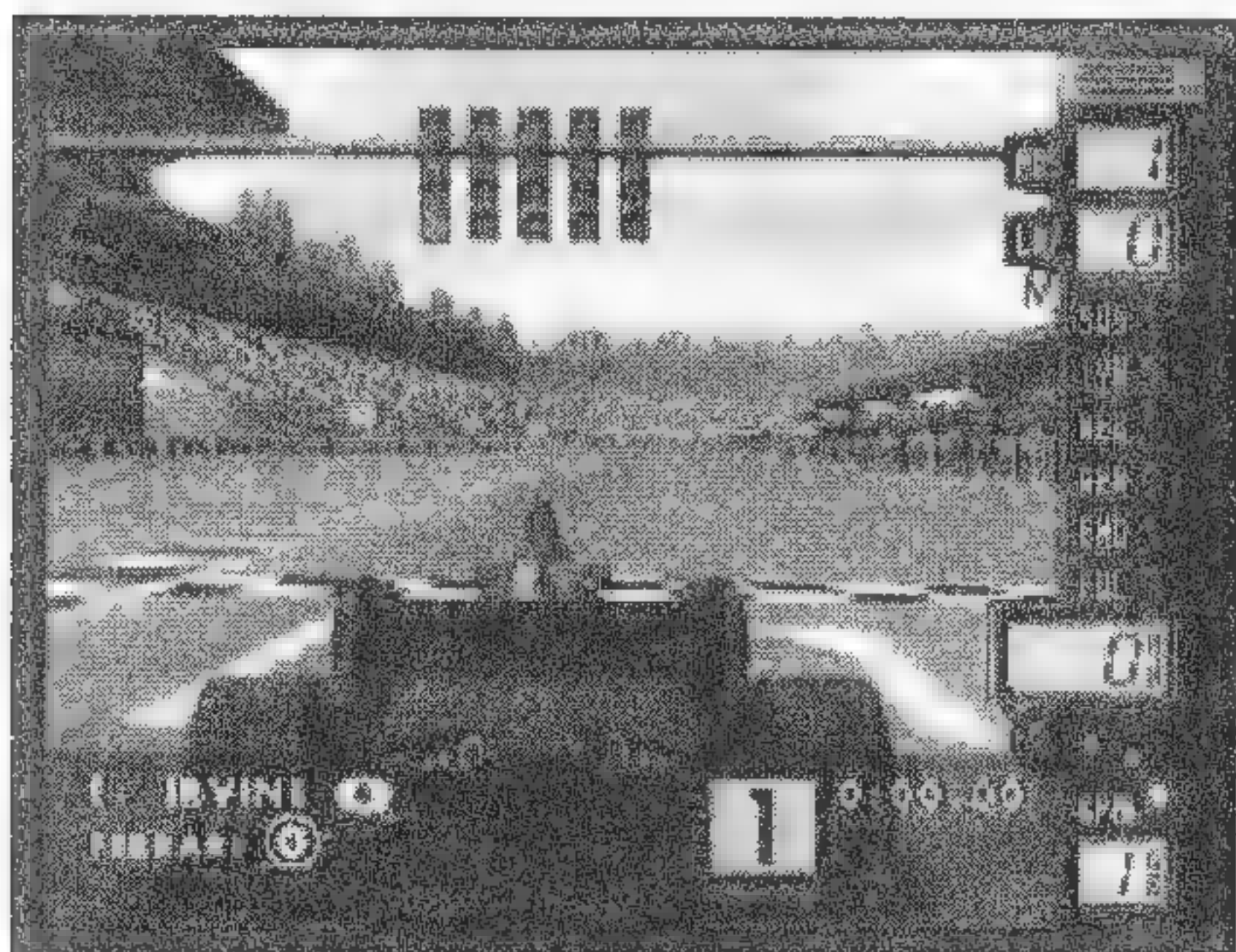
Press Top-C to control the camera during replays. Use Up and Down on the D-pad to move it around.

SILVER RACER

Go into Exhibition mode and select Driver Williams. Change his last name to "Chrome" and exit back to the Start screen. When you re-enter you'll find a new Silver driver is available in Exhibition, Time Trial and Two-Player modes.



F1 WORLD GRAND PRIX



GOLD RACER

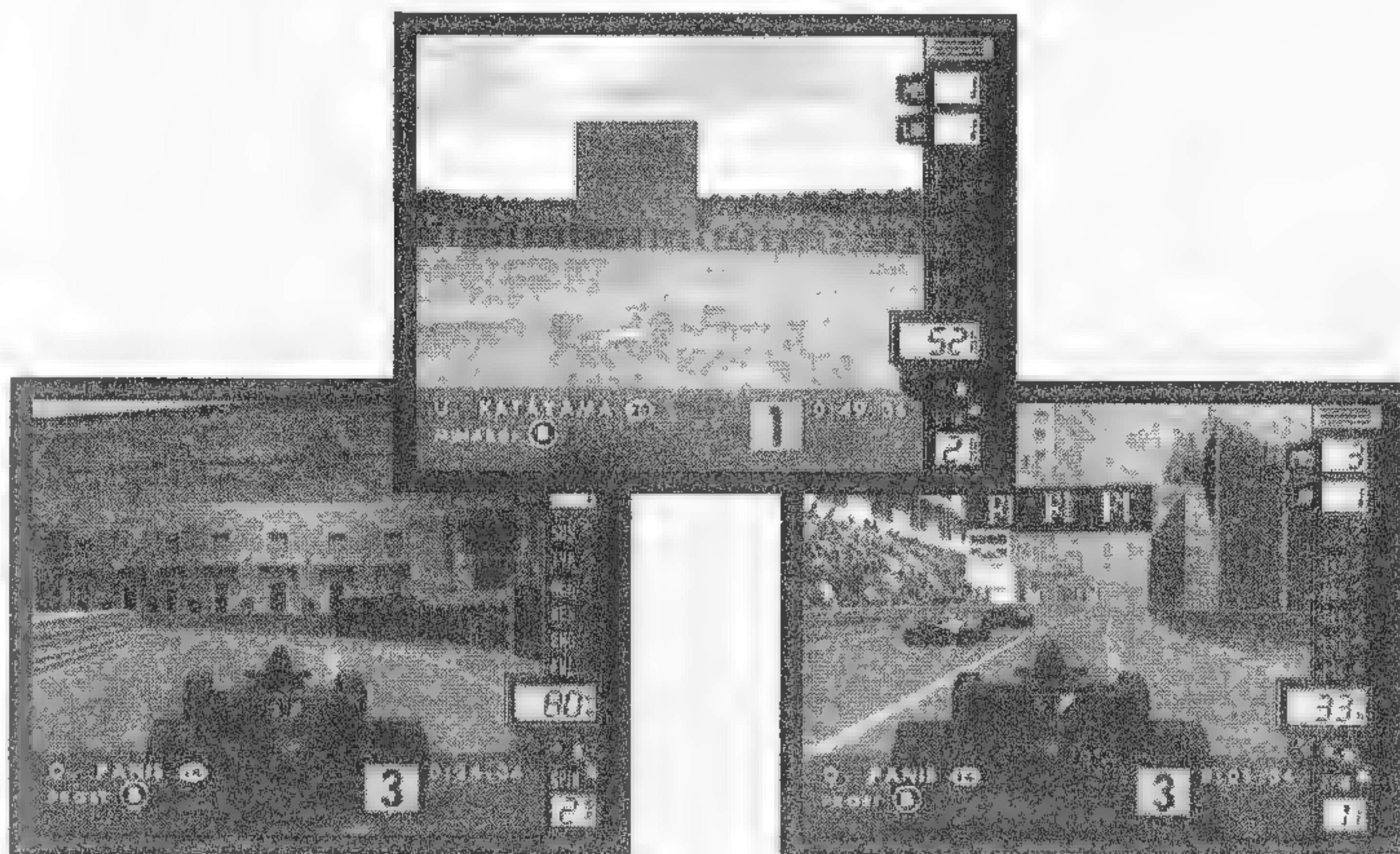
Go into Exhibition mode and select Driver Williams. Use your control stick to edit his last name to Pyrite and exit all the way to the Start screen. When you re-enter a new Gold driver will be available in the Exhibition, Time Trial and Two-Player modes.

HAWAII BONUS TRACK

Go into Exhibition mode and select Driver Williams. Change his last name to "Vacation" and exit all the way to the Start screen. When you re-enter, you'll find a bonus track after the European Grand Prix.

UNLIMITED FUEL

When you are in Grand Prix mode go to the paddock screen. Put your fuel level at the lowest point it will go. You'll find that when you race you'll have unlimited fuel.



MARIO PARTY



EASY MONEY

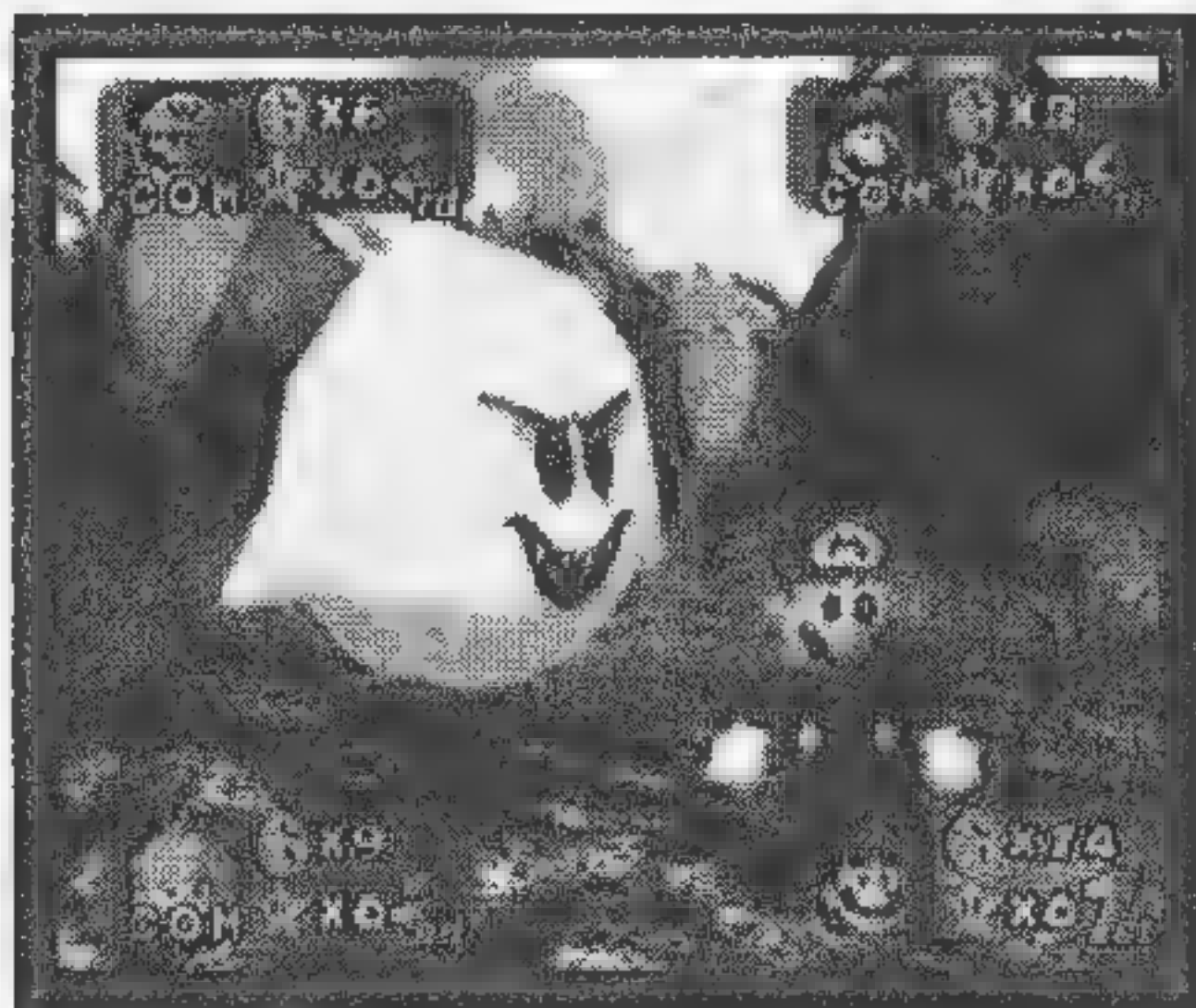
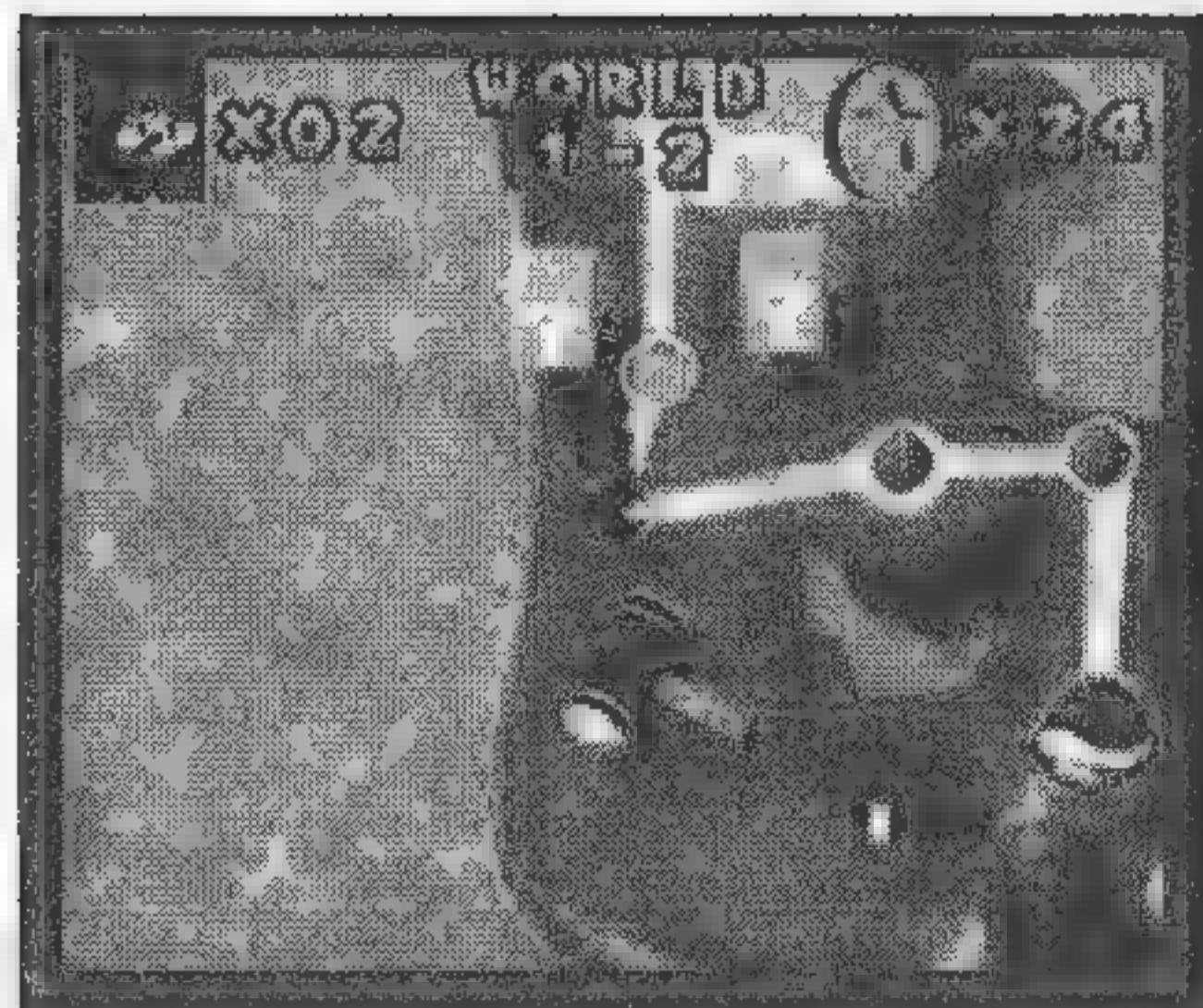
Go to Mini Game Stadium in the option house. Set the computers on hard, use handicaps and set 50 coins for each player, and set it for 30 turns. When you get near to the end of the game, turn computer players to human players and take all their coins. Each time you do this you should earn yourself 800-1000 coins.

EVEN EASIER MONEY

Go into the Mini Game house and look in the pot to the right of the Mushroom guy.

FILL MUSHROOM BANK EASILY

Every time players complete a game, the stars and coins from each human player are put into the Mushroom Bank. However, computer players do not act in the same way. To fool this system switch all computer players to human in the last round of the game, using the options menu available when you pause the game.



THE HISTORY OF THE CITY OF BOSTON

FROM THE FIRST SETTLEMENT
TO THE PRESENT TIME
BY
JOSEPH NEALE
OF THE BOSTON BAR
IN TWO VOLUMES
VOL. I.

LONDON: PRINTED BY J. JOHNSON, ST. PAULS CHURCH-YARD, 1794.

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MARIO PARTY



How to Play
 The game is played on a circular board. Each player starts at the starting space. The game proceeds clockwise. Players can move forward or backward based on the number rolled on the dice. Landing on a power-up space allows a player to pick up a power-up. Landing on a Goomba space allows a player to throw a Goomba at another player. The game ends when all players have reached the goal space.

WINNING MONEY

Players can win money by landing on certain spaces. The amount of money won depends on the space landed on.

GOAL: REACH THE GOAL SPACE

The goal of the game is to reach the goal space. Players can reach the goal space by moving forward the correct number of spaces. The first player to reach the goal space wins the game.







Castlevania 64

Premier Manager 64



Do battle with the undead and win every time with our level-by-level playing guide. It bites!

DOUBLE GAME GUIDE +

N64
MAGAZINE

DOUBLE GAME GUIDE +

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